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Subject: Re: Renegade X - Beyond Black Dawn

Posted by [GEORGE ZIMMER](#) on Wed, 28 Sep 2011 00:13:43 GMT

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Wait, what? I can't tell if you're being sarcastic and seriously think he wanted a lame "knockdown" animation, but here's how it should be:

Instead of bouncing around a bit, you should actually be moved rather than having just some lame knockdown animation (even Renegade's shitty engine can do that). Think Star Wars Battlefront 2 (first thing that came to mind), where characters flew about when hit with an explosion.

Plus, this would make grenades and rockets more useful rather than just "hurr they do splash damage".

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