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Subject: Re: Renegade X - Beyond Black Dawn

Posted by [R315r4z0r](#) on Wed, 28 Sep 2011 01:16:41 GMT

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JohnDoe wrote on Tue, 27 September 2011 18:34fobby, please ignore this person. renegade literally had worse physics than quake 1 and knockback (as with fluid non-w3dish character animations) is a very important feature that adds depth to weapons. imagine someone in a tank splashing a building entrance and the guys trying to get in or out are stuck in a neverending falling down and getting back up animation. sounds a lot more fun and realistic than getting bounced around a bit.

I get the feeling you didn't comprehend what I suggested.

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