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Subject: To celebrate the rebirth of the Renegade Public Forums...

Posted by [Vegito](#) on Fri, 28 Feb 2003 18:16:11 GMT

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Yeah I guess it is more realistic.(its tough to go for realism in a game like renegade).But I brely even notice the blockers.Once I realize I cant go there I dont try to do it again so there isnt a problem.I mean I only tried to drive a hummer up that hill in land cause I thought Ack mighta slipped up and allowed it.Most of the time all you need is common sense to know if you can or cant take a tank somewheres.The blockers are just there to make sure.But to me it doesnt matter really if its a rock or invisible.Let the mapmaker do it his way.

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