
Subject: An idea for 1st person weapon recoil
Posted by [Havoc 89](#) on Sun, 09 May 2004 16:28:03 GMT
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drunkillwell renalert has recoil for the rifles... in 1st person, and as well for the anti-tank cannon. and also sniper, so a few weapons had recoil, and no lagg.

that isnt a recoil, that is just an animation of of the gun when fired, im talking about the crossair aswell. example America's Army when you fire the M82 sniper rifle it has a hell of alot of recoil. or BF1942 when you shoot from the tompson you see the crossair move up aswell as the gun.
