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Subject: If you were making another game.....

Posted by [Anonymous](#) on Fri, 03 Jan 2003 13:23:00 GMT

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ya really cool, and it wouldnt take much 2 put a little screen at the side of the rocket launcher, with a thingy to see thru walls, i used to love that little screen when i played red faction, looking at people through walls.....ok, my way:gun extensions: rct Inchr, same idea as you. rail gun, well, maybe the ability to go thru walls like the true rail gun, and a infrared scope to see though the walls. pistol, WAY longer range, if u ever played MOHAA u will see that the hi-standard silenced pistol had extreme range, if only the one in renegade did....purchasing extentions: a new free unit, i have always wanted a free unit to have a semi auto tiberium weapon, small damage, but has 2 be tiberium! MORE TANKS! like an extreme tank, i have always wanted a MAMMOTH MARK III! with a rail gun each side that shoot at the same time, secondary fire, 2 at a time MRLS rockets, slow moving, more rail damage for it tho.oh, and the ability to buy 10 tanks at a time and a new thingy ma bob to make loads less lag!terrain: maybe the engine of UT2K3 so it can handle the perfectly smooth terrains,just like UT2K3, if u look how big some of the maps are and all the smooth hills, then it wud freeze every second in renegade, so a new engine.other: more realistic like reloading, instead of the people just putting the gun down, to reload, maybe chucking the used cartridge away and leaving it on the floor, and a knife should be in it, like a weapon wioth different actions and an extreme short rage and instant kill to all infantry. i could say alot more but i am getting finger cramp.

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