

---

Subject: Re: Have you noticed this?

Posted by [Lijitsu](#) on Thu, 30 Jun 2005 09:02:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

deadfive wrote on Wed, 29 June 2005 13:20Quote:Did you ever think that it might also have something to do with the fact that, oh i dont know, RENEGADE IS OVER THREE YEARS OLD AND DOOM 3 WAS MADE LAST YEAR!?!

Thats not the point. The point is that each individual game engine has part to do with the way adjusting the graphics work. There are other things that effect this as well, don't exactly know what though.

It could be age, game physics, or setup of the game.

And, no, you dont really have to zoom in on the people, but its hard not to when you want to be directly in the fight. Look at almost every single unit with a face. They are ALL smiling.

Crossbowmen, Knights, Heros, Civilians...

---