
Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Fabian](#) on Sat, 22 Dec 2007 23:01:47 GMT

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- Real physics for grenades and for running over infantry
 - 75% 50% 25% and full destruction animations for all buildings
 - Better destruction animations for all vehicles
 - Improved particle effects
 - Increased particle cap and draw distance
 - Built in voice communication
 - Better, bigger (not too big), asymmetrical maps with destroyable elements that alter gameplay and multiple vehicle entrances for bases
 - Infantry should not be able switch directions while strafing too quickly and jumping should cause weapon to be very innacurate
 - Reticle for all infantry weapons move up and down to simulate breathing and make aiming more realistic for far targets
 - Sniper scope moves up and down and user can steady the scope by pressing a key
 - In addition to the current firing sounds, bullets, rockets and shells should have sounds attached to them so players can hear them whizzing by. The Doppler effect should be implemented to make this sounds correct.
 - Harvester path-finding should be vastly improved to get around other vehicles
 - Remodel the Nod Shotgunner and Nod Rocket Soldier
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