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Subject: Re: how does ea talk about renegade?

Posted by [GEORGE ZIMMER](#) on Thu, 18 Dec 2008 11:23:06 GMT

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They also had animated the rolling things, so that negates that statement .

However, even setting it up properly and making it not annoying, would do several things:

1: It'd take alot of time and effort for something not entirely necessary. Perhaps in a mod it'd be great, like APB or Reborn or AR, but not vanilla Renegade.

2: It would change up gameplay pretty drastically. This is assuming that the rolling function would make you go fairly fast and work like Star Wars Battlefront II's rolling (Where it's more like a quick, rolling dash, than just a super slow somersault).

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