
Subject: Re: Renegade X - April Update: Serious Business!

Posted by [Troopzor](#) on Fri, 03 Apr 2009 19:58:16 GMT

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m00nLiTe wrote on Fri, 03 April 2009 20:50R315r4z0r wrote on Fri, 03 April 2009 13:04Mr. Selfish wrote on Thu, 02 April 2009 15:28

IMAGE!

It's called a lens cap. It protects the lens from taking any damage when not in use. It's just a piece of plastic...

Scopes don't need to be all overly-fancy. What point is there for a scope to have scrolling text, a bunch of flashy lights, and a bunch of other useless garbage?

You use a scope to magnify your view, not hack the mainframe at the Pentagon. Get over it. Guess im going to have to join in this debate. Im with Scrin on this as I like things which look cool.

If this was based on a real life simulation then yes everything would have to be as realistic as possible (in this case the lens caps).

However since this game (Renegade) is just another game based on warfare it does not have to be bound by the limitations that a simulation would have.

Infact since this is a game we want it to look as cool as possible so therefore there is nothing wrong with having flashy looking things being used as long as they don't look rediculus.

I see what you're saying, but the thing is, ingame in Ren-X you seriously do not notice it at all. The whole time you're like "OMFG IT'S SO BEATIFUL!!!! * Burst into tears*".... Ok not that much, but pretty close....
