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

Posted by [R315r4z0r](#) on Fri, 03 Apr 2009 20:09:48 GMT

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m00nLiTe wrote on Fri, 03 April 2009 15:50

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.

Not true. Renegade isn't realistic in terms of physics and the like, not in style or detail. The science fiction Tiberium universe is heavily realistic and Renegade is IN that universe.

That's why it is important for things to look like they would exist in the real world. They don't have to perform realistically (i.e. stealth tank, flame tank, no weapon recoil, ect), but they have to look the part.

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