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Subject: Re: fading bullets

Posted by [snpr1101](#) on Sat, 24 Apr 2010 07:15:12 GMT

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Poskov wrote on Sat, 24 April 2010 01:27: It looks dumb when people are shooting a me from a distance further than their gun's bullets can fly and the bullets just disappear in midair. Very noticeable on big maps.

I think the bullets should start fading-out 10m from their max range. It'd look a lot better.

Bullets fading 10 metres away from their max distance would be misleading to those firing them, as I'd certainly like to know that where my bullets are landing is their max range.

There are other extremely hard ways to tell if you're hitting someone or not, like your points increasing, that big red frame; and their health bar for example.

Perhaps you should consider that the Rene bullets flying past you no longer have the required velocity to do any damage; thus they are discounted.

Or perhaps that the bullets are not really disappearing in mid air, but they are moving too fast for you to see the projectiles as it is too close to you.

Use your imagination