
Subject: Re: Project suggestion: Nod Soldier
Posted by [Intradox](#) on Wed, 28 Sep 2011 20:18:54 GMT
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Reaver11 wrote on Wed, 28 September 2011 10:41 You do know that the actual hitzone of the head of a soldier is not determined by the headsize.

This is done via an invisible system (K_bones) and actually that zone is smaller than the visible headsize of the nod soldier. (GDI's one is actually a bit bigger than the head)

Still I cannot escape the fact that the GDI hitzone is smaller than the one from Nod. Though if I'm correct Nod's hitzone is a 0,1 bigger than GDI's one.

Which makes the difference smaller than you may think.

I'm indecisive if this effect is really making a matter probably the damages effect of the GDI rifle is making a bigger difference.

I don't think the difference is huge, just that maybe a Nod soldier is more visible than a GDI soldier. Even so, people are too good at Renegade so it doesn't matter what team they're on, I still die
