Subject: Re: How's Renegade lately?
Posted by Lone0001 on Thu, 30 Nov 2017 21:34:40 GMT
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I do understand that there is basically a 40-45 seconds timer for beacons and the last 10 seconds is basically just for cinematics/show but I am still annoyed at that.

There's no more sense of "wow, I disarmed that JUST before it hit" (despite how unrealistic that is), in RenX it's basically just like you missed the window to disarm it now sit back and wait 10 seconds for it to go off and you can't do anything to stop it. Again yes I know it's technically a just as long, or longer, timer but it is a bit annoying still.

The rush of knowing you disarmed it right before it hit is gone, now it's just "oh good, I disarmed it before the 10 second timer" or "oh well crap, I missed my chance disarm it and now I have all the time in the world to run away from it".