
Subject: An idea for 1st person weapon recoil
Posted by [Havoc 89](#) on Sat, 08 May 2004 18:12:37 GMT
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i know renegade doesnt have any recoil for weapons which is very unrealistic. so i thought up an idea just now that maybe we can use the properties of the explosion to make it a bit realistic

here is my idea.

set it up so that you have an explosion with 0 damage, 0 blast radius, have some camara shake intensity just a little bit and only for about 1/4 of a second long, and the radius for the camara shake should be very small. somehow use that explosion when you fire a weapon. so you will have a bit of realism.
