
Subject: fading bullets

Posted by [Poskov](#) on Sat, 24 Apr 2010 06:27:21 GMT

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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.

Subject: Re: fading bullets

Posted by [Lone0001](#) on Sat, 24 Apr 2010 07:07:58 GMT

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It's awesome tbh, some newb might be sitting there all day thinking they're doing damage to something when they're not.

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 01:27It 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

Subject: Re: fading bullets
Posted by [Goztow](#) on Sat, 24 Apr 2010 07:53:19 GMT
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Or you could make them explode if they hit max range!

Subject: Re: fading bullets
Posted by [snpr1101](#) on Sat, 24 Apr 2010 07:56:13 GMT
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Goztow wrote on Sat, 24 April 2010 02:53Or you could make them explode if they hit max range!

Massive FPS drops inc!

Subject: Re: fading bullets
Posted by [saberhawk](#) on Sat, 24 Apr 2010 22:27:03 GMT
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snpr1101 wrote on Sat, 24 April 2010 03:56Goztow wrote on Sat, 24 April 2010 02:53Or you could make them explode if they hit max range!

Massive FPS drops inc!

Over a few polygons? Nah.

Subject: Re: fading bullets
Posted by [snpr1101](#) on Sun, 25 Apr 2010 02:51:50 GMT
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Saberhawk wrote on Sat, 24 April 2010 17:27snpr1101 wrote on Sat, 24 April 2010 03:56Goztow wrote on Sat, 24 April 2010 02:53Or you could make them explode if they hit max range!

Massive FPS drops inc!

Over a few polygons? Nah.

x25+ Infantry

Subject: Re: fading bullets

Posted by [Omar007](#) on Sun, 25 Apr 2010 11:16:51 GMT

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snpr1101 wrote on Sun, 25 April 2010 04:51Saberhawk wrote on Sat, 24 April 2010 17:27snpr1101 wrote on Sat, 24 April 2010 03:56Goztow wrote on Sat, 24 April 2010 02:53Or you could make them explode if they hit max range!

Massive FPS drops inc!

Over a few polygons? Nah.

x25+ Infantry

+several bullets per second on auto-rifles, chainguns etc

Subject: Re: fading bullets

Posted by [Sladewill](#) on Sun, 25 Apr 2010 11:40:23 GMT

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like on Counter Strike Source you see no bullets it would improve peoples aim so it would be better.

Subject: Re: fading bullets

Posted by [Poskov](#) on Tue, 27 Apr 2010 13:40:58 GMT

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Have any of you ever played a big map, with you and an enemy running towards each other, shooting?

Here's a thing for you to try out -

C&C Field:

You and a friend are minigunners (nod & gdi), exit the bases through the main entrance(s) and start shooting each other the moment you see your friend.

It looks dumb when the bullets just dissappear infront of you (try thirdperson view), espicially when the bullets are 1m from your face.

It doen't have to be 10m; it can be shorter: 5m? 2m?

EVEN BETTER! You should be able to adjust the setting in the options menu!

also if you've misunderstood me - the bullets would gradually fade out
