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 enterance(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), espcially 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