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Subject: Worst character?

Posted by [flyingfox](#) on Fri, 23 Apr 2004 11:05:38 GMT

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The beef with the PIC, raingun and sniper rifle is that they don't take into account travel time. In modern games, you need to judge how far ahead of the target you shoot (usually a little) for the bullet to connect in the short time of travel. In Renegade, you can point your cursor at someone, fire a PIC shot at them in which the beam so obviously missed, but it kills them anyway because your cursor was on target at the time you clicked. And when you fire a shot ahead of them, which should connect at the perfect time and kill, it does nothing because the reticle wasn't on-par at the time of click.

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