Subject: Bullets
Posted by nopol10 on Wed, 17 May 2006 03:01:25 GMT
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I was just wondering if you could make an ammo where the bullet is able to displace the position of the target. E.g. You use this weapon on a guy and the guy gets pushed backwards.

You know that sort of thing.

Subject: Re: Bullets
Posted by Tankkiller on Thu, 18 May 2006 00:59:23 GMT
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like shot gun recoil?

I can tell you in real life the guy you're shooting will just drop, he does not get knock or pushed back, but the only way to get throw in real life to has a conussion force throw you. In other words...

...Exploives

Subject: Re: Bullets
Posted by JeepRubi on Thu, 18 May 2006 01:17:33 GMT
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Yea, but he wants to know if its possible.

Oh, and no i dont think it is.

Subject: Re: Bullets
Posted by nopol10 on Thu, 18 May 2006 04:04:49 GMT
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No. I don't mean recoil. What I mean is you shoot the target and the target gets pushed. But I don't think it's possible...

Subject: Re: Bullets
Posted by Ma1kel on Thu, 18 May 2006 18:00:36 GMT
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Multiple programs like the Myth Busters tested that myth, nopol10. But it only exists in Hollywood films.

Subject: Re: Bullets
Posted by Feetseek on Thu, 18 May 2006 23:41:21 GMT
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OOOOHHH!!! Is that the one where they shot the pigs??

Subject: Re: Bullets
Posted by nopol10 on Fri, 19 May 2006 01:59:27 GMT
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Is this getting offtopic or what? I don't mean in real life even if you mean you can't do that in Renegade. Let me just give you a simple example. Jedi A Force Pushes target B. The Force push weapon uses an ammo that is able to touch the target or push it, not just get absorbed by the player.
So the simple question is: Can you make this ammo in gMax and export it to LE such that it collides with the target and pushes it back?
Sorry if I sound confusing in the first post.