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Subject: Matrix Mod Returns

Posted by [boma57](#) on Sun, 15 Jun 2003 18:48:01 GMT

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Yes, in the new one bullets go faster and the teams will be seperated into 'bad' guys which will consist mainly of agents, but also others (The SWAT guys from the lobby, Cypher, Bane) and 'good' guys (Neo, Trinity, Morpheus, etc).

As far as I know it would be impossible to make bullets slow down when closer to characters, but in this one it's actually possible to hit people, but still possible to dodge them, too.

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