
Subject: An idea for 1st person weapon recoil
Posted by [Havoc 89](#) on Sat, 08 May 2004 18:12:37 GMT
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i know renegade doesnt have any recoil for weapons which is very unrealistic. so i thought up an idea just now that maybe we can use the properties of the explosion to make it a bit realistic

here is my idea.

set it up so that you have an explosion with 0 damage, 0 blast radius, have some camara shake intensity just a little bit and only for about 1/4 of a second long, and the radius for the camara shake should be very small. somehow use that explosion when you fire a weapon. so you will have a bit of realism.

Subject: An idea for 1st person weapon recoil
Posted by [Spice](#) on Sat, 08 May 2004 18:48:01 GMT
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Sounds cool but your crosshair will jump like a fucking dog in heat Might be extremly hard to aim.

Subject: An idea for 1st person weapon recoil
Posted by [NeoX](#) on Sat, 08 May 2004 19:35:30 GMT
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I like the idea who will be the first to test it out???

Subject: An idea for 1st person weapon recoil
Posted by [Havoc 89](#) on Sat, 08 May 2004 20:28:38 GMT
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EXdeath7Sounds cool but your crosshair will jump like a fucking dog in heat Might be extremly hard to aim.

no it wont, i said have a little bit of camara shake intensity and for about 1/4 of a second. more realistic than having ur crossair in one spot while using a automatic rifle, or a rpg.

Subject: An idea for 1st person weapon recoil
Posted by [cowmisfit](#) on Sat, 08 May 2004 20:52:21 GMT
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CNC Is not supposed to be realistic, but this would be cool

Subject: An idea for 1st person weapon recoil
Posted by [icedog90](#) on Sat, 08 May 2004 21:05:36 GMT
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Hmmm... It's hard to say. Someone should test this out. Havoc89, why won't you go do it now.

Subject: An idea for 1st person weapon recoil
Posted by [drunkill](#) on Sun, 09 May 2004 00:06:21 GMT
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hmm weapon recoil, there is in 3rd person, but yeah, i'd like it for 1st person as well...

Subject: An idea for 1st person weapon recoil
Posted by [Havoc 89](#) on Sun, 09 May 2004 01:22:24 GMT
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yeah ill try it in a little while.

Subject: An idea for 1st person weapon recoil
Posted by [Battousai](#) on Sun, 09 May 2004 03:22:54 GMT
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I don't know if recoil is such a good idea with all the lag problems Renegade already has. Can you imagine getting lag while recoiling and now you're warping all over...

Subject: An idea for 1st person weapon recoil
Posted by [IRON FART](#) on Sun, 09 May 2004 03:47:59 GMT
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Lag can be dealt with.

Subject: An idea for 1st person weapon recoil
Posted by [drunkill](#) on Sun, 09 May 2004 07:38:49 GMT
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well renalert has recoil for the rifles... in 1st person, and as well for the anti-tank cannon. and also sniper, so a few weapons had recoil, and no lagg.

Subject: An idea for 1st person weapon recoil

Posted by [PsycoArmy](#) on Sun, 09 May 2004 10:48:32 GMT

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uh yeh he said a realistic recoil

Subject: An idea for 1st person weapon recoil

Posted by [Havoc 89](#) on Sun, 09 May 2004 16:28:03 GMT

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drunkillwell renalert has recoil for the rifles... in 1st person, and as well for the anti-tank cannon. and also sniper, so a few weapons had recoil, and no lagg.

that isnt a recoil, that is just an animation of of the gun when fired, im talking about the crossair aswell. example America's Army when you fire the M82 sniper rifle it has a hell of alot of recoil. or BF1942 when you shoot from the tompson you see the crossair move up aswell as the gun.
