
Subject: Aiming in Renegade

Posted by [greatman05](#) on Thu, 20 Dec 2007 00:11:38 GMT

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Hello. It may seem like a very stupid and idiotic question, but besides cheating, is practice the only way to improve your aiming in Renegade (and any other FPS)? I have a lot of trouble pulling off headshots...or hitting any part of another player for that matter...

Subject: Re: Aiming in Renegade

Posted by [BlueThen](#) on Thu, 20 Dec 2007 00:13:00 GMT

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greatman05 wrote on Wed, 19 December 2007 18:11Hello. It may seem like a very stupid and idiotic question, but besides cheating, is practice the only way to improve your aiming in Renegade (and any other FPS)? I have a lot of trouble pulling off headshots...or hitting any part of another player for that matter...

"Besides cheating"!?!?

Subject: Re: Aiming in Renegade

Posted by [Dreganius](#) on Thu, 20 Dec 2007 00:15:47 GMT

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He's saying he doesn't want to cheat.

I'll give you some advice. Join a DM game or a Sniper game and play a lot.

That's what got my accuracy to a pinpoint.

Subject: Re: Aiming in Renegade

Posted by [luv2pb](#) on Thu, 20 Dec 2007 01:13:29 GMT

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DM is a very good way

Subject: Re: Aiming in Renegade

Posted by [Dreganius](#) on Thu, 20 Dec 2007 01:25:24 GMT

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Yeah... I should know. -DM-Dreganius

Subject: Re: Aiming in Renegade
Posted by [Starbuzz](#) on Thu, 20 Dec 2007 01:28:56 GMT
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Play the Single Player on easy settings. You will learn how to aim. Then go to Multiplayer Practice and buy a sniper character and learn while shooting the bots.

Subject: Re: Aiming in Renegade
Posted by [R315r4z0r](#) on Thu, 20 Dec 2007 01:37:23 GMT
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I made a map with bots and ran around with a sniper.

I never stood still, I made sure I was constantly moving, and I counted how many head shots I could make in a row.

Eventually I got pretty good at it.

Subject: Re: Aiming in Renegade
Posted by [Zion](#) on Thu, 20 Dec 2007 01:38:40 GMT
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Renz0r's DM server is the best DM server going today. If you want to increase your accuracy, play it for a few hours.

I remember when I started there, I only got about 10 kills per game (compared to 25-30 deaths). But I kept at it, and became one of the top ranking players, getting 30-40 kills per game.

A good tip is, for everyone too, don't aim where the player is, aim where they will be. You can clearly see the path of your bullets while shooting particular guns, and it takes time for bullets to reach their target, so aim ahead of them, they will run into your bullets for you. ^_^

Subject: Re: Aiming in Renegade
Posted by [sadukar09](#) on Thu, 20 Dec 2007 01:38:48 GMT
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People are better than bots, most of the time they jump, which makes head shots much much harder. Go in a good sniper sever, and see how the good players play. Try copying them, eventually you might get it.

Subject: Re: Aiming in Renegade
Posted by [m1a1_abrams](#) on Thu, 20 Dec 2007 03:48:01 GMT

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One thing that helps with aim is to strafe parallel to the enemy. Basically, if they're moving one way, move sideways in the same direction as them, keeping up with them. It's easier to hold the targeting reticle on them if you do this. Also, try to keep on the same plane as the enemy wherever possible, so that you only have left and right to worry about when aiming.

It's the same principle as it being easier to hit someone when you're standing still, lol. Except obviously you can't just stand still, because you'll be an easy target for anyone. But if they move in one direction and you're going at the same speed parallel to them, it's like neither of you are moving and you can just concentrate on keeping your reticle just in front of their head. Obviously good players will move from side to side, rather than in one direction all the time, but then you can learn to react quickly to the change and follow them back in the other direction.

The disadvantage to this is that by following their movements, you're making it just as easy for them to hit you, as it is for you to hit them. But strafing parallel to the opponent is a good start if you have bad aim.

Subject: Re: Aiming in Renegade
Posted by [R315r4z0r](#) on Thu, 20 Dec 2007 04:33:02 GMT
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sadukar09 wrote on Wed, 19 December 2007 20:38 People are better than bots, most of the time they jump, which makes head shots much much harder. Go in a good sniper sever, and see how the good players play. Try copying them, eventually you might get it.
If that was directed at me, than you miss understand the point of the training exorcise.

Subject: Re: Aiming in Renegade
Posted by [Goztow](#) on Thu, 20 Dec 2007 08:22:57 GMT
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Did you try using 3rd person view (press 'f')? It helps some people .

Other than that: practise, practise, practise. And always aim for the head: 5 x more damage than aiming for the body .

Subject: Re: Aiming in Renegade
Posted by [DutchKingCobra](#) on Thu, 20 Dec 2007 13:32:37 GMT
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pracice aiming at moving targets
try and get the timing right
so practice practice
peace

Subject: Re: Aiming in Renegade
Posted by [The Elite Officer](#) on Thu, 20 Dec 2007 20:00:34 GMT
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R315r4z0r wrote on Wed, 19 December 2007 20:37I made a map with bots and ran around with a sniper.

I never stood still, I made sure I was constantly moving, and I counted how many head shots I could make in a row.

Eventually I got pretty good at it.

LoL that is what I do.....I make them really hard. Just like the bots in thoes cooperative co-op servers.

Subject: Re: Aiming in Renegade
Posted by [_SSnipe_](#) on Thu, 20 Dec 2007 20:36:41 GMT
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- 1)fps like u said'
- 2) do shit the emeny wont expect
- 3)free aim
- 4)fix any lag
- 5)predect wat they will do before they do it
- 6) do more moving then jumping
- 7)ummm dont stand still>?

idk this is wat i cna think of

Subject: Re: Aiming in Renegade
Posted by [Oblivion165](#) on Thu, 20 Dec 2007 23:33:21 GMT
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Download:
<http://www.renhelp.net/downloads/Sniper%20Training.zip>

EDIT:

And no one better mention Benny hill. God I hate that gag.

File Attachments

- 1) [Snip2.jpg](#), downloaded 727 times



2) [Snip1.jpg](#), downloaded 731 times



Subject: Re: Aiming in Renegade
Posted by [BlueThen](#) on Thu, 20 Dec 2007 23:35:23 GMT
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Oblivion165 wrote on Thu, 20 December 2007 17:33

Download:
<http://www.renhelp.net/downloads/Sniper%20Training.zip>

EDIT:

And no one better mention Benny hill. God I hate that gag.

That looks pretty awesome.

Subject: Re: Aiming in Renegade
Posted by [Oblivion165](#) on Thu, 20 Dec 2007 23:36:48 GMT
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Oh the map is ugly as ass but it gets the job done.

Subject: Re: Aiming in Renegade
Posted by [HORQWER](#) on Thu, 20 Dec 2007 23:40:30 GMT
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what the heck does turok mean

Subject: Re: Aiming in Renegade
Posted by [jnz](#) on Thu, 20 Dec 2007 23:41:28 GMT
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HORQWER wrote on Thu, 20 December 2007 23:40what the heck does turok mean

What the heck does HORQWER mean?

Subject: Re: Aiming in Renegade
Posted by [cmatt42](#) on Thu, 20 Dec 2007 23:42:21 GMT
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HORQWER wrote on Thu, 20 December 2007 23:40what the heck does turok mean

http://en.wikipedia.org/wiki/Category:Turok_games

Subject: Re: Aiming in Renegade
Posted by [Oblivion165](#) on Thu, 20 Dec 2007 23:44:03 GMT
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From the Turok video game series: http://en.wikipedia.org/wiki/Turok:_Dinosaur_Hunter

All my computers get named turok (turok, turok2, turok3, turok4, turok5). So every time I get a new computer I just name it turok then whatever number it is.

Old tradition of mine but there you go.

Subject: Re: Aiming in Renegade
Posted by [IronWarrior](#) on Fri, 21 Dec 2007 09:55:00 GMT
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Nice map.

Subject: Re: Aiming in Renegade
Posted by [Dreganius](#) on Fri, 21 Dec 2007 10:26:51 GMT
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Zion Fox wrote on Thu, 20 December 2007 12:38Renz0r's DM server is the best DM server going today.

I love you

Subject: Re: Aiming in Renegade
Posted by [HORQWER](#) on Fri, 21 Dec 2007 11:37:44 GMT
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RoShamBo wrote on Thu, 20 December 2007 17:41HORQWER wrote on Thu, 20 December 2007 23:40what the heck does turok mean

What the heck does HORQWER mean?
HORQWER means brave soldier

Subject: Re: Aiming in Renegade
Posted by [Zion](#) on Fri, 21 Dec 2007 11:39:57 GMT
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Dreganius wrote on Fri, 21 December 2007 10:26Zion Fox wrote on Thu, 20 December 2007 12:38Renz0r's DM server is the best DM server going today.

I love you

.....k

=>.>=

Subject: Re: Aiming in Renegade
Posted by [Dreganius](#) on Fri, 21 Dec 2007 11:42:49 GMT
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Zion Fox wrote on Fri, 21 December 2007 22:39Dreganius wrote on Fri, 21 December 2007 10:26Zion Fox wrote on Thu, 20 December 2007 12:38Renz0r's DM server is the best DM server going today.

I love you

.....k

=>.>=

Reaver11 does too.

Subject: Re: Aiming in Renegade
Posted by [trooprm02](#) on Fri, 21 Dec 2007 16:47:23 GMT
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There's this thing called a recticle, and you shows you where your shots will hit, use it.

Subject: Re: Aiming in Renegade
Posted by [Zion](#) on Fri, 21 Dec 2007 18:28:45 GMT
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trooprm02 wrote on Fri, 21 December 2007 16:47There's this thing called a recticle, and you shows you where your shots will hit, use it.

That only works on weapons that fire their shots instantly. Sniper rifles, Personal Ion Cannon, Volt Auto rifle, etc.

All others take time to get to their target and if you're moving, and they're moving, that bullet will not hit your enemy.

I always try to move in the same direction they are and aim ahead of them, that way they run into my bullets, effectivly killing themselvs for me. ^_^

AND...

Dreganius wrote on Fri, 21 December 2007 11:42Zion Fox wrote on Fri, 21 December 2007 22:39Dreganius wrote on Fri, 21 December 2007 10:26Zion Fox wrote on Thu, 20 December 2007 12:38Renz0r's DM server is the best DM server going today.

I love you

.....k

=>.>=

Reaver11 does too.

Want to get together sometime then? Just the three of us. =^_~=

Subject: Re: Aiming in Renegade

Posted by [Renx](#) on Fri, 21 Dec 2007 18:38:29 GMT

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There is no trick to aiming in a game with no CoF adjustment or recoil, only practice will make you better. If you can point AND click at the same time, you can be good at Renegade...
