Subject: Re: Flamethrower uprgrade
Posted by XeonTeam on Tue, 19 Jul 2005 11:30:52 GMT

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Joseph Collins wrote on Fri, 15 July 2005 14:11And I think the Flamethrower should work like it does in other games such as Return to Castle Wolfenstein.(Say. . .flames bouncing off walls instead of going through them.) However, that would require far more work than anyone at Blackhand Studios would be willing to do. IE, redoing a small chunk of the original source code.

i dont think it would take as much work as you say... there is an ammo property in the objects.ddb that allows for an ammo to bounce of objects. I do not know anbout its cosmetic apperance, it may still look like it was going through the wall, but physically it would bounce off the walls and floors up to the number of times stated in the ammo properties.