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Subject: Re: Falling damage

Posted by [StealthEye](#) on Tue, 03 Feb 2009 23:06:18 GMT

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There's a lot wrong with the current method, but it was probably done to make suer soldiers fall to death from distance > a and soldiers don't get hurt if distance < b. Any distance between a and b is scaled. I can think of many possible reasons why they could have done it that way, it doesn't really matter though because the current way is not really broken; it works just fine, even though it's not really realistic. I see no reason to change it.

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