
Subject: Re: Obelisk glitching / not hitting
Posted by [RTsa](#) on Sun, 26 Apr 2009 17:26:32 GMT
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I made three pics to better (?) show what I mean.

First is how it works right now, the ray is traced through the character and ends up in the ground, far enough away so it doesn't do damage.

Second picture shows what would happen if the ray trace also took into account characters. It'd become much more accurate against infantry - obviously. However, something that would be where I wrote the "SPLASH" in the first image would survive, and that might not be what we'd want.

Third picture shows (eh...kinda) what would be the ultimate (and most realistic too) solution: make the obelisk ray damage anything in its path. Thus killing both the mobius as well as someone standing behind him at the "SPLASH" spot of the first image.

(NOT like ramjet which only damages stuff in a straight line, rather something with a radius - a tube!)

PS - Pain(t) FTW!
