

---

Subject: Re: Fix outside PTs?

Posted by [saberhawk](#) on Sun, 10 May 2009 13:39:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

CarrierII wrote on Sun, 10 May 2009 09:26Ghostshaw wrote on Sun, 10 May 2009 13:10This discussion is pointless. It won't be part of the patch (unless someone delivers it, then we might consider making it optional or something) and it won't be mandatory for the ladder. The parts of gameplay it has effect on are minimal enough not to be necessary for the ladder but too large for us to change it. Moreover this is primarily a leveledit fix and we frankly don't have time to fix all the maps.

Assuming there's a way to hook onto a "PT-USED" event, isn't there a test involving the orientation of the PT and the player to see if the player is behind (and therefore outside of the building) the PT? Just a technical query...

Yes, but the orientation of the PT could be backwards and thus cause the PT to not function.

---