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Subject: Re: Height

Posted by [reborn](#) on Wed, 19 Aug 2009 05:28:06 GMT

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Prulez wrote on Tue, 18 August 2009 15:38reborn wrote on Mon, 10 August 2009 09:59My plan is to detect if someone is falling, if they have fallen over 5 metres, then they should not be able to use the feature that causes this exploit.

I will most likely come under fire for the way I will detect if someone is falling or not, but it will at least work...

And in this instance, as there would be no way to evade it by looking at the source code, I could release it with no nagging fear of some ass-wipe exploiting it.

So if a user uses \*that\* when he has not fallen 5m yet, he still remains damage-less?

For example, I fall from the Cliff on Walls Fly, at 2m I press \*a key\* and I happily walk forward when I'm done falling.

Why not disable it during falling at all, if possible?

(Just trying to input something here, correct me if wrong! )

That's exactly what I ended up doing.

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