Subject: Re: Details of some of the features in 4.0
Posted by Spoony on Wed, 30 Sep 2009 22:29:31 GMT

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jonwil wrote on Wed, 30 September 2009 08:43Make spawn locations (including powerups and players) more random
can you elaborate on this, please... this will affect some maps like wallsfly and cityfly quite a lot. (i'm just talking about player spawns here)

Quote:Fix for PT not working on rejoin
very good.

Quote:Fix for C4 disappearing when stuck to a vehicle
very VERY good.

Quote:Fix for bluehell
very very VERY GOOD!

Quote:Disable Toggle_Sorting console command
that makes sense, i can't think of a single non-controversial use of it.

Quote:Fix sniper lag
by this do you mean the "flicker dance" when they strafe while scoped?

Quote:New feature where vehicles remain teamed when player leaves (intended to solve an exploit where people get out just before the vehicle dies to deny the other side points)
excellent, i've advocated that for a long time. question, though: how long will the team alignment last?

Quote:C4 no longer gets defused when the owner leaves the game
hmm, interesting... so if someone mines a base and then gets disconnected, the base isn't suddenly vulnerable, eh?

presumably the prox mines will still do damage, but nobody will get the kill message/points?

finally in regard to the pointsfix, how exactly will this work in regard to servers that don't want to use it?