Subject: Re: Dragonade 1.1
Posted by Ethenal on Tue, 12 Mar 2013 16:22:15 GMT
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iRANian wrote on Tue, 12 March 2013 05:58How are you checking a beacon is fake or not? Are you checking building vertexes/meshes with the location a beacon is planted at? If you're checking the distance of the beacon location with the location of the building controller you'll get issues with people deploying beacons on the strip part of the Airstrip, they'll be regarded as fake beacons.
No I already saw, I'm pretty he sure he actually grabs the damage radius for the beacon from the presets and calculates if it's going to hit it or not. I could've be crazy or he could've changed this, but I'm pretty sure that's how he's checking for it.

By the way I LOVE YOU WHITEDRAGON
thanks for the release!