Subject: Looking into an issue with Bullet_Stopping=false surfaces
Posted by jonwil on Sat, 03 Dec 2016 08:28:06 GMT
View Forum Message <> Reply to Message

In surfaceeffects.ini you can define a surface as false in the Bullet_Stopping section and the surface is supposed to allow bullets to pass through.

I have been told that things work differently in regards to targeting and firing for such surfaces in scripts 4.x than they did in stock renegade. Is there anyone who can verify how they worked in stock renegade and how they work now in 4.x and whether there are any differences in how they work (there are not supposed to be any differences so if there are, that's a bug I want to fix).

I also need a simple test map to test it (one that has the right combination of terrain pieces with the right surface types to test all the different things related to Bullet_Stopping plus some player spawners and maybe some spawners/powerups for various kinds of weapons in case I need to test different paths through the weapon code)

Can anyone help me with this?