Subject: Flame emitters travelling through walls
Posted by flyingfox on Tue, 05 Apr 2005 00:26:09 GMT
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Any chance of a fix?

Subject: Flame emitters travelling through walls
Posted by Deactivated on Tue, 05 Apr 2005 15:07:50 GMT
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In oder to fix it you have to either make the flame much shorter or turn the weapon into one-shot flame burst projectile, RenAlert style.

Subject: Flame emitters travelling through walls
Posted by Majiin Vegeta on Tue, 05 Apr 2005 15:42:48 GMT
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would be great if there is a way to fix this or just change it completly

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Subject: Flame emitters travelling through walls
Posted by flyingfox on Tue, 05 Apr 2005 23:33:28 GMT
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ah, so there's no way to actually stop the animations (or emitters, whatever) from coming through the walls even though they can't deal damage to anything on the other side?

Subject: Flame emitters travelling through walls
Posted by Kanezor on Wed, 06 Apr 2005 01:17:50 GMT
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flyingfoxah, so there's no way to actually stop the animations (or emitters, whatever) from coming through the walls even though they can't deal damage to anything on the other side?I would imagine that it has to do with Renegade's particle system. If you haven't noticed, smoke doesn't seem to be affected by any walls that it touches..., and acts quite exactly like "flame", whereas it can go through walls.