Subject: Killed with <weapon>
Posted by a000clown on Sat, 13 Jun 2009 00:33:16 GMT
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BR and other bots tell you which weapon the player was carrying at the time of the kill instead of which weapon was used to make the kill, which can sometimes be annoying if they're holding a pistol for example and make a load of kills with a timed c4.

The extended kill messages in RenegadeResurrection tell you the real weapon used for the kill, I'd like to request this functionality be included.

Subject: Re: Killed with <weapon>
Posted by RTsa on Sat, 13 Jun 2009 05:29:43 GMT
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I'm pretty sure doing that won't be too hard as they're apparently going to change the netcode to having the client send the weapon, which made the damage to the server instead of just the damage as it is currently.

Subject: Re: Killed with <weapon>
Posted by Goztow on Sat, 13 Jun 2009 07:25:48 GMT
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This will be included, afaik.