Subject: Projectile size fix
Posted by iRANian on Tue, 30 Jul 2013 23:23:26 GMT
View Forum Message <> Reply to Message

I heard TT fixed an issue with the way the engine handles projectiles for APB. All projectiles are actually paper thin. I've been noticing I'm getting randomly headshot by tanks in the last few days. Did this fix also get applied to Renegade?

Subject: Re: Projectile size fix
Posted by saberhawk on Tue, 30 Jul 2013 23:49:31 GMT
View Forum Message <> Reply to Message

iRANian wrote on Tue, 30 July 2013 16:23I heard TT fixed an issue with the way the engine handles projectiles for APB. All projectiles are actually paper thin. I've been noticing I'm getting randomly headshot by tanks in the last few days. Did this fix also get applied to Renegade?

Not at all. The 4.0 branch doesn't have any "projectile extent" code. Besides that, it's entirely opt-in; each ammo definition that uses it needs to be explicitly set up in LevelEdit.

Subject: Re: Projectile size fix
Posted by iRANian on Wed, 31 Jul 2013 07:51:38 GMT
View Forum Message <> Reply to Message

Thanks!