Subject: obelfix.cpp improvements
Posted by dblaney1 on Wed, 28 Jan 2015 21:29:01 GMT
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The obelfix script has some pretty major bugs and also doesn't follow the way the obelisks charged worked during multishot targetting. The biggest issue is that quite often you wouldn't see or hear it fire client side. This is fixed entirely. These fixes do not affect gameplay at all. Its entirely audio and visual. If the obelisk shot at you before it will shoot at you now. This fix has been running on my test server and ultraaow newmaps for a few months now.

https://www.youtube.com/watch?v=6pWo0989DOE&feature=youtu.be

Subject: Re: obelfix.cpp improvements
Posted by Xpert on Thu, 29 Jan 2015 01:47:32 GMT
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Pointless topic showing a video of a fix with no source to it even though title mentions a non existant C++ file

Subject: Re: obelfix.cpp improvements
Posted by jonwil on Thu, 29 Jan 2015 02:24:59 GMT
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dblaney1 has given me his changes and they will show up in scripts 4.2.

Subject: Re: obelfix.cpp improvements
Posted by Jerad2142 on Thu, 29 Jan 2015 19:31:07 GMT
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Did you fix it so it always aims at the head/target bone server side?

Subject: Re: obelfix.cpp improvements
Posted by dblaney1 on Thu, 29 Jan 2015 20:28:08 GMT
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Jerad Gray wrote on Thu, 29 January 2015 12:31Did you fix it so it always aims at the head/target bone server side?

Yes. Thats all good now. Fixed that a few weeks ago after I showed you it. The only time this script ever misses a shot is the in the same instances that the current obelfix.cpp script misses.