
Subject: Grenadiers, always dying?

Posted by [Anonymous](#) on Sat, 23 Feb 2002 22:04:00 GMT

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quote:Originally posted by Nasarius: Bah, stupid game engines defying the laws of physics. A 45* angle will always give maximum range, provided that the initial speed of the projectile is always the same. No, that is incorrect. The angle also depends upon the initial height of the projectile compared to the height at which it lands. In this case, an angle of roughly 39 degrees should give you maximum distance...
