
Subject: Re: Recommended Fixes

Posted by [trooprm02](#) on Sat, 28 Jun 2008 21:09:30 GMT

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EvilWhiteDragon wrote on Sat, 28 June 2008 11:59jonwil wrote on Sat, 28 June 2008 18:18No falling damage glitch (where you dont get falling damage when an animation such as a taunt is playing on a soldier) wont be fixed in 4.0. However there are functions in 4.0 to find out if a soldier is falling and using those, changes can be made to e.g. SSGM so that it wont allow a taunt to play if you are falling.

No idea about the other stuff

The falling and no damage thing, isn't that a SSGM glitch? As afaik it only happens when you do certain things. (No, I will not tell them in public.)

Deermmm, nah its related to core patch 2. It does have something to do with those animations (num pad), won't say too much, but its been around since that, nobody knew about it till a few months ago.

@JW, so what you are saying is that it is impossible to fix? But instead you can only detect it? Im sure there has to be a way, by editing it a bit.....

@ironwarrior, it was not intended to be able to do that, its very hard even for the average player to snipe someone from that hole or w/e. And Im sure people will agree the idea behind base attacks people won't agree with (you cant get hit), so even if it was intended, its our job to fix it.
