
Subject: Re: Falling damage

Posted by [Craziac](#) on Tue, 03 Feb 2009 23:18:59 GMT

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It is indeed intended as StealthEye has said. This is the same formula as used by server.dat:
Damage = (MaxHealth / 15) * (FallingHeight - 5);

I know why there is concern about it and I don't think it's a very good system but it is how Westwood made it and doesn't appear to be an error.

You could make your own hook to determine the falling damage if you were really keen to.
