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Subject: Re: Falling damage

Posted by [ErroR](#) on Thu, 26 Feb 2009 17:41:11 GMT

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Jerad Gray wrote on Thu, 26 February 2009 19:30Wiener wrote on Tue, 03 February 2009 11:46I added some to the first post... could you check that plz

EDIT: an example...

I jumped down wf on a flying map.

soldier (100) lost 18 =18%

patch (200) lost 36 = 18%

havoc (250) lost 44= 17,6% (maybe jumped a tad higher)

So why is it intended to lose more health from the same free fall just because I have a heavier character?

Oh come on guys, slow down and think about it, let say I jump off a building and die, you know, splatter on the pavement, you actually think that someone else could jump off the build and walk away from it perfectly fine (excluding Chuck Norris). Percentage makes sense because it keeps everyone on a level playing field, that way if you being chased when you jump off a cliff with a soldier with 100 health and the other guy has 200, you don't end up with 10 heath and he is left with 110.

my post was about grav scale too, how to understand that

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