
Subject: Re: Obelisk glitching / not hitting
Posted by [RTsa](#) on Mon, 27 Apr 2009 13:40:50 GMT
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StealthEye wrote on Mon, 27 April 2009 15:41 "area of effect"? You mean splash damage? The center position of the splash damage will change to the soldier body rather than the ground, but that's a difference you wouldn't even notice normally...
True, and it should be the easiest solution to work out, too.

Getting the distance to a line is difficult? Because that's really the only thing needed to make it a tube. The math behind it is not that hard, but I don't know how Renegade engine works so it could end up really hard to do in practice.

But yeah, I'm perfectly happy if it's changed so that the splash center is changed to the position of the soldier's body.
