
Subject: Re: Not really TT related but...

Posted by [Veyrdite](#) on Thu, 04 Jun 2009 08:56:49 GMT

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Damage = projectile_damage * body_part_multiplier * material_multiplier + splash

This is the reason ramjets tear through artillery, aircraft and humvees - their surface/skin type. All of the default settings are stored in surfaceeffects.ini.
