
Subject: Re: Misc mod related changes in 4.x people may want to know about
Posted by [Jerad2142](#) on Tue, 11 Feb 2014 21:34:43 GMT

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jonwil wrote on Tue, 11 February 2014 14:05: Extra muzzle bones isn't going to happen.
As for the projectile speed thing, that was something done for APB and isn't in 4.1.

Ah that's a shame, if it wasn't for barrel recoil I'd just animate it so it looked like all 3 were firing, but it gets to be painful with them recoiling and trying to animate the muzzle bone into its new spot.

As for the projectile speed, would it be able to be a Renegade thing, ECW has over 100 weapons in at this point, and it'd be nice to have some more speed variance with the projectiles, make some of the Rifles feel more useful (projectile speed is too slow for the range they have so as it is it usually makes more sense to use a shotgun or SMG as the bullets are too easy to dodge at range.).

ProjectileExtent - I was under the impression that it used the 3d model of the projectile, this makes it sound more like it just draws a ray of where it can hit.

Also, I'd like to mention that we got around needing squishable flag by making a new warhead for Steel, and renaming the old steel Crush (since running people over uses the original steel WH).

jonwil wrote on Sun, 09 February 2014 03:22

7.Team Visibility Mode settings on objects. This can be used to have objects that are only visible to players who's team is the same as that object or objects that are only visible to players who's team is not the same as that object. Not 100% sure what one might use it for in a renegade map but I am sure someone will think of something to do with it

Useful for all sorts of things, you could make your friendly AI avoid the player's vehicle for starters.
