Subject: Re: Objects which don't show info when targetting them but do turn reticle red
Posted by dblaney1 on Wed, 05 Nov 2014 16:57:43 GMT
View Forum Message <> Reply to Message

Jerad Gray wrote on Wed, 05 November 2014 08:12dblaney1 wrote on Tue, 04 November 2014 13:15Would be great if the hide healthbar stuff in the scripts actually worked. An option to hide player names would be great as well. Would be very useful for improving the mirage tank scripts as well since if you get close enough the name shows and the hitbox is visible as well.
Well I hate to say it but most Ren maps don't have enough trees to make the mirage tank useful. You play the map once and after that you know where most of the trees are, so the player just is like "That shouldn't be there!"

Maybe if the map was setup to randomly place trees...

The maps we have the mirage tank on have more than enough trees. We also have the mirage tank set to use a cactus on the desert map we have, and have thrown the idea around to use a lamppost on urban maps. It works quite well as it is, but hiding the hitbox and playername would improve it a lot.