Subject: Turret turning speed
Posted by Jamie or NuneGa on Sat, 19 Jul 2008 00:06:37 GMT
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scripts 3.4 increases ur turret turning speed by 3x.

RR does not.

So will the new patch have the increased speed implemented(I really like it).

Subject: Re: Turret turning speed
Posted by _SSnipe_ on Sat, 19 Jul 2008 00:12:51 GMT
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how about the fact it shoots while it snot pointed at u and u still get damage cuase its so slow is that wat ur talking about?

Subject: Re: Turret turning speed
Posted by Jamie or NuneGa on Sat, 19 Jul 2008 03:38:27 GMT
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oh im talking about tank turrets

not nod turrets

Subject: Re: Turret turning speed
Posted by Genesis2001 on Sat, 19 Jul 2008 03:59:53 GMT
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Nod's turret AI could use a bit of an increase. I recently gave Reborn some turret AI Scripts for the mod C&C Reborn, upon request. ^_^

All it was were 2 little lines of code, and I noticed a great difference in the Turret AI I call them my haxxing turrets

-V

Subject: Re: Turret turning speed
Posted by StealthEye on Sat, 19 Jul 2008 12:10:00 GMT
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3.4 doesn't increase turret speed, it only fixes it to be properly aligned with the server and other

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clients. This turret lag fix will be part of TT.

The reason the turrets seem 3 times as fast is because you probably get roughly 20 net updates with a FPS of 60. It varies on the server and your FPS.