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Subject: Flames, chem

Posted by [ErroR](#) on Fri, 31 Oct 2008 20:59:53 GMT

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Can flames and chem shots going threw wall be fixed?

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Subject: Re: Flames, chem

Posted by [Starbuzzz](#) on Sat, 01 Nov 2008 01:43:06 GMT

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I don't know if this needs any fixing. The flames come out in one long animation and the buildings/map is not blocking/reflecting the flames. Dunno how this can be modified.

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Subject: Re: Flames, chem

Posted by [Canadacdn](#) on Sat, 01 Nov 2008 02:09:50 GMT

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The flame and chem effects are emitters, which go through objects. For this not to happen, the flamethrower/chem sprayer would have to shoot separate projectiles instead of an emitter being used to show the ammunition.

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Subject: Re: Flames, chem

Posted by [\\_SSnipe\\_](#) on Sat, 01 Nov 2008 03:02:15 GMT

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Canadacdn wrote on Fri, 31 October 2008 19:09The flame and chem effects are emitters, which go through objects. For this not to happen, the flamethrower/chem sprayer would have to shoot separate projectiles instead of an emitter being used to show the ammunition.

I thought the same thing, Its the damage I think hes worried about. if the damage still can effect threw a wall/etc.

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Subject: Re: Flames, chem

Posted by [Craziac](#) on Sat, 01 Nov 2008 06:01:57 GMT

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It doesn't currently, IIRC. I can't remember any time where I was damaged through a wall by flames or chemical spray. I'm pretty sure he means the animation.

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Subject: Re: Flames, chem

Posted by [ErroR](#) on Sat, 01 Nov 2008 09:57:00 GMT

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Stewie wrote on Sat, 01 November 2008 08:01It doesn't currently, IIRC. I can't remember any time where I was damaged through a wall by flames or chemical spray. I'm pretty sure he means the animation.

They don't damage but going threw wall sometimes exposes a flame rush etc.

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Subject: Re: Flames, chem

Posted by [Carrierll](#) on Sat, 01 Nov 2008 10:03:50 GMT

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ErroR wrote on Sat, 01 November 2008 09:57Stewie wrote on Sat, 01 November 2008 08:01It doesn't currently, IIRC. I can't remember any time where I was damaged through a wall by flames or chemical spray. I'm pretty sure he means the animation.

They don't damage but going threw wall sometimes exposes a flame rush etc.

Don't fire (pun not intended) until something's in range then.

You can't solve this problem easily.

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Subject: Re: Flames, chem

Posted by [StealthEye](#) on Sat, 01 Nov 2008 11:04:29 GMT

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Exactly as most people said, it's probably not easy to fix. If we somehow figure out how to fix it however we will definitely implement it, it really is an annoying bug.

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Subject: Re: Flames, chem

Posted by [ErroR](#) on Sat, 01 Nov 2008 11:35:20 GMT

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well, it was just a question if hard then nvm not such a big proble m just annoying sometimes..

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Subject: Re: Flames, chem

Posted by [Herr Surth](#) on Sat, 01 Nov 2008 14:10:49 GMT

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Thats one of the most unimportant I can imagine. fixing such tiny bugs will just push the release date back.

dont fix it imo.

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Subject: Re: Flames, chem  
Posted by [KobraOps](#) on Sat, 01 Nov 2008 18:12:00 GMT  
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Frontier Psychiatrist wrote on Sat, 01 November 2008 14:10Thats one of the most unimportant I can imagine. fixing such tiny bugs will just push the release date back.  
dont fix it imo.

Oh shit someone else gets it

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Subject: Re: Flames, chem  
Posted by [\\_SSnipe\\_](#) on Sat, 01 Nov 2008 18:20:06 GMT  
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StealthEye wrote on Sat, 01 November 2008 04:04Exactly as most people said, it's probably not easy to fix. If we somehow figure out how to fix it however we will definitely implement it, it really is an annoying bug.

Very, When I am trying to repair bar on any map and flames are blasting threw the walls causing me to get 5 fps and lag out. IS A PAIN IN THE ASS.

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Subject: Re: Flames, chem  
Posted by [Canadacdn](#) on Sat, 01 Nov 2008 18:22:01 GMT  
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Frontier Psychiatrist wrote on Sat, 01 November 2008 07:10Thats one of the most unimportant I can imagine. fixing such tiny bugs will just push the release date back.  
dont fix it imo.

Actually, it would be pretty easy to fix. But the fix would involve modifying objects.ddb.

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Subject: Re: Flames, chem  
Posted by [\\_SSnipe\\_](#) on Sat, 01 Nov 2008 18:25:46 GMT  
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Canadacdn wrote on Sat, 01 November 2008 11:22Frontier Psychiatrist wrote on Sat, 01 November 2008 07:10Thats one of the most unimportant I can imagine. fixing such tiny bugs will just push the release date back.  
dont fix it imo.

Actually, it would be pretty easy to fix. But the fix would involve modifying objects.ddb.  
Better get to work

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Subject: Re: Flames, chem  
Posted by [ErroR](#) on Sat, 01 Nov 2008 20:29:14 GMT  
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SSnipe wrote on Sat, 01 November 2008 20:25Canadacdn wrote on Sat, 01 November 2008 11:22Frontier Psychiatrist wrote on Sat, 01 November 2008 07:10Thats one of the most unimportant I can imagine. fixing such tiny bugs will just push the release date back. dont fix it imo.

Actually, it would be pretty easy to fix. But the fix would involve modifying objects.ddb.  
Better get to work  
If so better fix the preset names

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Subject: Re: Flames, chem  
Posted by [StealthEye](#) on Sat, 01 Nov 2008 22:13:25 GMT  
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How to fix it then Canadacdn? Is there some particle setting for it?

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Subject: Re: Flames, chem  
Posted by [Veyrdite](#) on Sun, 02 Nov 2008 10:12:41 GMT  
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Could you just tweak the particle physics so the maxbounce variable effects each particle?

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