
Subject: Height

Posted by [reborn](#) on Sun, 09 Aug 2009 13:38:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

Does anyone happen to know the exact height from which someone falling from starts to take damage?

Most people know the exploit, but there is a glitch people can use to stop falling damage from being applied to them, and I want to stop it.

Subject: Re: Height

Posted by [Sladewill](#) on Sun, 09 Aug 2009 15:34:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

lol most ppl use walls to jump down coz most are slightly slanted

Subject: Re: Height

Posted by [cnc95fan](#) on Sun, 09 Aug 2009 15:36:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

That's not helpful;

It starts from 5 meters onwards and gets worse until 20m which is death

Subject: Re: Height

Posted by [Gen_Blacky](#) on Sun, 09 Aug 2009 15:44:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

falling damage min distance = 5.000

falling damage Max distance = 20.000

warhead = Earth

Subject: Re: Height

Posted by [jnz](#) on Sun, 09 Aug 2009 15:45:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

cnc95fan wrote on Sun, 09 August 2009 16:36 That's not helpful;

It starts from 5 meters onwards and gets worse until 20m which is death

Not entirely true, anything above 5 meters will give you damage but exactly 5 meters wont.

Anything above 20 meters will kill you, but not exactly 20 meters. Which took my health down to 1.

Subject: Re: Height
Posted by [reborn](#) on Mon, 10 Aug 2009 05:28:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks guys!

Subject: Re: Height
Posted by [Goztow](#) on Mon, 10 Aug 2009 07:07:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

It would be nice if you could fix the bug. The people from BI also fixed it by disabling the "feature" that could be abused.

Subject: Re: Height
Posted by [reborn](#) on Mon, 10 Aug 2009 07:59:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

My plan is to detect if someone is falling, if they have fallen over 5 metres, then they should not be able to use the feature that causes this exploit.

I will most likely come under fire for the way I will detect if someone is falling or not, but it will at least work...

And in this instance, as there would be no way to evade it by looking at the source code, I could release it with no nagging fear of some ass-wipe exploiting it.

Subject: Re: Height
Posted by [reborn](#) on Fri, 14 Aug 2009 20:08:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

I have a feeling I would have to write this into SSGM itself, and I do not like doing that anymore. But have a pretty strong WIP...

<http://www.game-maps.net/staff/reborn/falling.wmv>

Obviously the messages are just for debugging...

Subject: Re: Height
Posted by [nikki6ixx](#) on Sun, 16 Aug 2009 01:25:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Very cool!

Subject: Re: Height

Posted by [a000clown](#) on Sun, 16 Aug 2009 04:51:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

I thought about removing taunts as well but figured it's not that big a deal. Nice to see a fix in progress though

Subject: Re: Height

Posted by [Carrierll](#) on Sun, 16 Aug 2009 06:49:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yeah, nice to see a WIP, and it doesn't matter if you release the source to a server side fix, clients can't change what code the server runs (unless they're very creative, I suppose...)

Subject: Re: Height

Posted by [Prulez](#) on Tue, 18 Aug 2009 19:38:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

reborn wrote on Mon, 10 August 2009 09:59My plan is to detect if someone is falling, if they have fallen over 5 metres, then they should not be able to use the feature that causes this exploit. I will most likely come under fire for the way I will detect if someone is falling or not, but it will at least work...

And in this instance, as there would be no way to evade it by looking at the source code, I could release it with no nagging fear of some ass-wipe exploiting it.

So if a user uses *that* when he has not fallen 5m yet, he still remains damage-less?

For example, I fall from the Cliff on Walls Fly, at 2m I press *a key* and I happily walk forward when I'm done falling.

Why not disable it during falling at all, if possible?

(Just trying to input something here, correct me if wrong!)

Subject: Re: Height

Posted by [raven](#) on Tue, 18 Aug 2009 20:01:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

reborn wrote on Mon, 10 August 2009 02:59 I could release it with no nagging fear of some ass-wipe exploiting it.

I like this part

Subject: Re: Height

Posted by [reborn](#) on Wed, 19 Aug 2009 05:28:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

Prulez wrote on Tue, 18 August 2009 15:38reborn wrote on Mon, 10 August 2009 09:59My plan is to detect if someone is falling, if they have fallen over 5 metres, then they should not be able to use the feature that causes this exploit.

I will most likely come under fire for the way I will detect if someone is falling or not, but it will at least work...

And in this instance, as there would be no way to evade it by looking at the source code, I could release it with no nagging fear of some ass-wipe exploiting it.

So if a user uses *that* when he has not fallen 5m yet, he still remains damage-less?

For example, I fall from the Cliff on Walls Fly, at 2m I press *a key* and I happily walk forward when I'm done falling.

Why not disable it during falling at all, if possible?

(Just trying to input something here, correct me if wrong!)

That's exactly what I ended up doing.

Subject: Re: Height

Posted by [a000clown](#) on Sun, 06 Sep 2009 22:08:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

Any progress on this?

Subject: Re: Height

Posted by [reborn](#) on Mon, 07 Sep 2009 05:28:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

I got it working, albeit in a nasty kinda way. Although to release it would mean making a small modification to SSGM and releasing that. I hate doing that :-/

Subject: Re: Height

Posted by [a000clown](#) on Mon, 07 Sep 2009 07:54:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

Maybe it can be included in the next SSGM release alongside scripts4.0 and TT then.

Subject: Re: Height

Posted by [reborn](#) on Mon, 07 Sep 2009 08:15:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

The new Game Manager will not have the limitations that SSGM 2.02 has, and will not have to use the crappy method of telling if someone is falling or not that I have utilised. The implementation is allot better, it's more an insult than anything else to even ask for the way I have done it to be included.

I will however release a small modified SSGM 2.02 version which addresses the issue for the interim period. I don't like doing it though really, SSGM isn't mine, it's WhiteDragon's/Black-cell's, plus some people have already modified there SSGM version and will not appreciate it being released in this manor. I suppose if I make the release, but in the readme explain how I did it, the people with existing modified SSGM versions can apply the changes to there own solution.

Subject: Re: Height

Posted by [a000clown](#) on Mon, 07 Sep 2009 21:36:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

I think currently the simplest way to release the modified source would be a diff file... But then there's the problem of a lot of people having never used a diff viewer or merging tool before.
