Subject: Re: Test this for me, eh? PokemonCA Engine Test
Posted by Oblivion165 on Tue, 13 Nov 2007 21:49:57 GMT
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I think thats an optical illusion because the rains not dynamic across the map yet. Ill see about writing some code to increase the speed of rain based on character direction.

Also I plan on making the rain tilt with the character like in Renegade. (Look straight up and walk around to see what i'm talking about.)

So far the audio is dynamic for the strikes, the sound will play out of Left - Center - Right based on where the "supposed" strike was.

EDIT: Nope your right, the rain physically slows down when the map is shifting. Good eye on that