Subject: Re: Mod-related changes in scripts 4.1
Posted by Jerad2142 on Mon, 23 Dec 2013 21:36:05 GMT
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I'll try flipping control_enable off client side via shaders for now, and if it works in 4.1 it'll be easy to rip out, if not it'll be a place holder.

Didn't you guys also make it so projectiles can now be fired at rates faster than 400m/s?

Jerad Gray wrote on Fri, 06 December 2013 16:25Is smooth skinning like what modern games are able to use where one bone can apply different "weights" to a mesh point, like so you could have a bicep that is affected by the rotation of the lower arm and shoulder? Or is this something to do with texturing?
Anyone know anything about this, or do we have to wait for Saberhawk to respond?