Subject: Re: Now collecting scripts 4.1 bugs
Posted by dblaney1 on Mon, 28 Jul 2014 01:39:06 GMT
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danpaul88 wrote on Sun, 27 July 2014 15:46Lots of reasons. Blamo is an armor.ini entry which might not exist in all w3d games. It's a horrible bodge. There might be legit reasons for wanting to revive infantry (see: jfw_no_fall_damage sort of things).

Just saying "I bodged xyz and it works on MY SERVER for x number of months" does NOT automatically make it suitable for everyone to use.

Bodges are bad.

JFW no fall damage doesn't revive infantry at all. In fact it only is called on a custom and on damage.

And again I said I don't think it should be merged into the scripts. However, for server operators my solution does work like it should.