Subject: Falling damage
Posted by ErroR on Mon, 02 Feb 2009 15:33:09 GMT
View Forum Message <> Reply to Message

It's really annoying that when u fall u get damaged not by a number but by % for example u have 1000 health and jump off wf, u have like 600.. or when u jump of wf with a low grav scale (jump slow) u still get damaged.

Subject: Re: Falling damage
Posted by StealthEye on Mon, 02 Feb 2009 15:34:53 GMT
View Forum Message <> Reply to Message

Yep it is, but it's intended and thus won't be changed.

Subject: Re: Falling damage
Posted by ErroR on Mon, 02 Feb 2009 15:36:14 GMT
View Forum Message <> Reply to Message

at least the grav scale thing   i mean u fall like 5 seconds, from wf and still get damage

Subject: Re: Falling damage
Posted by StealthEye on Mon, 02 Feb 2009 15:42:01 GMT
View Forum Message <> Reply to Message

I wouldn't try falling for 5 seconds... Without aerodynamic drag you'll have a speed of 180 km/h when you hit the ground...

But no, it's all intended and not bugged so we won't touch it. If you want it changed you should make a mod or modded map or something.

Subject: Re: Falling damage
Posted by Wiener on Tue, 03 Feb 2009 10:52:08 GMT
View Forum Message <> Reply to Message

Why is it intended to lose health based on percent and not on falling hight?

EDIT: an example...

I jumped down wf on a flying map.

soldier (100) lost 18 =18%
patch (200) lost 36 = 18%

havoc (250) lost 44= 17,6% (maybe jumped a tad higher)

So why is it intended to lose more health from the same free fall just because I have a heavier character?

Subject: Re: Falling damage
Posted by StealthEye on Tue, 03 Feb 2009 18:45:17 GMT
View Forum Message <> Reply to Message

Because it's explicitly coded that way? It would be really weird if they would have accidentally done that.

Subject: Re: Falling damage
Posted by Wiener on Tue, 03 Feb 2009 18:46:19 GMT
View Forum Message <> Reply to Message

I added some to the first post... could you check that plz

EDIT: an example...

I jumped down wf on a flying map.

soldier (100) lost 18 =18%
patch (200) lost 36 = 18%
havoc (250) lost 44= 17,6% (maybe jumped a tad higher)

So why is it intended to lose more health from the same free fall just because I have a heavier character?

Subject: Re: Falling damage
Posted by ErroR on Tue, 03 Feb 2009 20:40:07 GMT
View Forum Message <> Reply to Message

i see both of you having a good point

Subject: Re: Falling damage
Posted by Wiener on Tue, 03 Feb 2009 21:17:05 GMT
View Forum Message <> Reply to Message

Well, Seye sais it was coded like that on purpose. He thinks it looks like a quick solution to make char die from falling from a certain height or something like that. Its obviously wrong but maybe due to the forced rushed release of ren, westwood coders were "encouraged" to find quick

solutions to finish the game

Subject: Re: Falling damage
Posted by RTsa on Tue, 03 Feb 2009 21:27:43 GMT
View Forum Message <> Reply to Message

It would take like 30secs to change it. Not any quicker to do it like that.

As for the falling damage..IMO, it's fine the way it is. If it was changed, you could (for example) wallhop the canyon windows very easily with advanced chars, so it does definitely change gameplay.

Subject: Re: Falling damage
Posted by Ghostshaw on Tue, 03 Feb 2009 21:40:07 GMT
View Forum Message <> Reply to Message

Just doing a fixed amount of damage would actually be simpler. But its a bit silly to think that people will survive different fallheights .

Subject: Re: Falling damage
Posted by candy on Tue, 03 Feb 2009 22:38:34 GMT
View Forum Message <> Reply to Message

well trained people (havoc) would survive a higher fall then a not trained person (regular soldier) you could also add a limit so that a havoc wont survive ridiculously high falls

edit: when you are already hit by a bullet you also have less chance of surviving a fall, with this the % amount doesn't make any sense
unless i'm getting it wrong and it does #% based on the max health, not on the health your char has

---

Subject: Re: Falling damage
Posted by StealthEye on Tue, 03 Feb 2009 23:06:18 GMT
View Forum Message <> Reply to Message

There's a lot wrong with the current method, but it was probably done to make suer soldiers fall to death from distance > a and soldiers don't get hurt if distance < b. Any distance between a and b is scaled. I can think of many possible reasons why they could have done it that way, it doesn't really matter though because the current way is not really broken; it works just fine, even though it's not really realistic. I see no reason to change it.

Subject: Re: Falling damage
Posted by Craziac on Tue, 03 Feb 2009 23:18:59 GMT
View Forum Message <> Reply to Message

It is indeed intended as StealthEye has said. This is the same formula as used by server.dat:
Damage = (MaxHealth / 15) * (FallingHeight - 5);

I know why there is concern about it and I don't think it's a very good system but it is how
Westwood made it and doesn't appear to be an error.

You could make your own hook to determine the falling damage if you were really keen to.

Subject: Re: Falling damage
Posted by TruYuri on Thu, 26 Feb 2009 06:12:58 GMT
View Forum Message <> Reply to Message

"The bigger they are, the harder they fall."

Subject: Re: Falling damage
Posted by bisen11 on Thu, 26 Feb 2009 15:15:54 GMT
View Forum Message <> Reply to Message

Another interesting thing involving falling damage and teleporters. If you have a teleporter at say z
= 10 and you jump into it and it puts you at say z = -20, the game thinks you fell that whole way
and will kill you.

Subject: Re: Falling damage
Posted by Jerad2142 on Thu, 26 Feb 2009 17:30:39 GMT
View Forum Message <> Reply to Message

Wiener wrote on Tue, 03 February 2009 11:46I added some to the first post... could you check
that plz

EDIT: an example...

I jumped down wf on a flying map.

soldier (100) lost 18 =18%
patch (200) lost 36 = 18%
havoc (250) lost 44= 17,6% (maybe jumped a tad higher)

So why is it intended to lose more health from the same free fall just because I have a heavier
character?
Oh come on guys, slow down and think about it, let say I jump off a building and die, you know,

splatter on the pavement, you actually think that someone else could jump off the build and walk away from it perfectly fine (excluding Chuck Norris). Percentage makes sense because it keeps everyone on a level playing field, that way if you being chased when you jump off a cliff with a solider with 100 health and the other guy has 200, you don't end up with 10 heath and he is left with 110.

Subject: Re: Falling damage
Posted by ErroR on Thu, 26 Feb 2009 17:41:11 GMT
View Forum Message <> Reply to Message

Jerad Gray wrote on Thu, 26 February 2009 19:30Wiener wrote on Tue, 03 February 2009 11:46I added some to the first post... could you check that plz

EDIT: an example...

I jumped down wf on a flying map.

soldier (100) lost 18 =18%
patch (200) lost 36 = 18%
havoc (250) lost 44= 17,6% (maybe jumped a tad higher)

So why is it intended to lose more health from the same free fall just because I have a heavier character?
Oh come on guys, slow down and think about it, let say I jump off a building and die, you know, splatter on the pavement, you actually think that someone else could jump off the build and walk away from it perfectly fine (excluding Chuck Norris). Percentage makes sense because it keeps everyone on a level playing field, that way if you being chased when you jump off a cliff with a solider with 100 health and the other guy has 200, you don't end up with 10 heath and he is left with 110.
my post was about grav scale too, how to understand that

Subject: Re: Falling damage
Posted by ErroR on Thu, 26 Feb 2009 17:58:46 GMT
View Forum Message <> Reply to Message

can't show an example from game (BECAUSE IT CRASHES)so here's another.

```
File Attachments
```
1) Example.gif, downloaded 451 times

If setting high jump
velocity then

_____

Subject: Re: Falling damage
Posted by GEORGE ZIMMER on Thu, 26 Feb 2009 18:23:33 GMT
View Forum Message <> Reply to Message

Yeah, I'd like to see that get fixed. It's really annoying for mods, but for normal ren, it doesn't
exactly affect it. Therefore, certainly not a priority.

Subject: Re: Falling damage
Posted by Canadacdn on Thu, 26 Feb 2009 23:53:27 GMT
View Forum Message <> Reply to Message

What I'd love to see done is the ability to have seperate walk speeds for every character. As it is
right now, walk speed for every soldier in your mod/map is controlled by changing the 'general'
settings in LevelEdit, and the soldier's walk speed is only determined by slowing down their
running speed with whatever number you use in 'general'. That's retarded.

Subject: Re: Falling damage
Posted by EvilWhiteDragon on Mon, 02 Mar 2009 16:11:50 GMT

Canadacdn wrote on Fri, 27 February 2009 00:53What I'd love to see done is the ability to have seperate walk speeds for every character. As it is right now, walk speed for every soldier in your mod/map is controlled by changing the 'general' settings in LevelEdit, and the soldier's walk speed is only determined by slowing down their running speed with whatever number you use in 'general'. That's retarded.

Some mutant does have a different walking speed. Not sure which but...

Subject: Re: Falling damage
Posted by ErroR on Mon, 02 Mar 2009 17:38:33 GMT

EvilWhiteDragon wrote on Mon, 02 March 2009 18:11Canadacdn wrote on Fri, 27 February 2009 00:53What I'd love to see done is the ability to have seperate walk speeds for every character. As it is right now, walk speed for every soldier in your mod/map is controlled by changing the 'general' settings in LevelEdit, and the soldier's walk speed is only determined by slowing down their running speed with whatever number you use in 'general'. That's retarded.

Some mutant does have a different walking speed. Not sure which but...
the initiate

Subject: Re: Falling damage
Posted by RTsa on Mon, 02 Mar 2009 21:33:36 GMT

How's it done and can't the same thing be done to all units?

Subject: Re: Falling damage
Posted by Canadacdn on Tue, 03 Mar 2009 05:50:58 GMT

Wrong. The intiate's walk speed is slightly faster because his running speed also is. The rest of the infantry units have the same running speed, and therefore the same walk speed.

Subject: Re: Falling damage
Posted by Jerad2142 on Wed, 04 Mar 2009 17:50:37 GMT

Canadacdn wrote on Mon, 02 March 2009 22:50Wrong. The intiate's walk speed is slightly faster because his running speed also is. The rest of the infantry units have the same running speed, and therefore the same walk speed.
This is correct, but he phrased his original question wrong, he was the ability to specify the specific walk speed multiplier for each infantry.

Subject: Re: Falling damage
Posted by msgtpain on Sat, 07 Mar 2009 06:00:34 GMT
View Forum Message <> Reply to Message

why worry about falling damage when you can just <lalalala> and receive no damage at all? It's a great side effect of <lalalala>

Edit by Goz: sorry, this can indeed be considered a cheat.

Subject: Re: Falling damage
Posted by Goztow on Sat, 07 Mar 2009 09:12:39 GMT
View Forum Message <> Reply to Message

msgtpain wrote on Sat, 07 March 2009 07:00<lalalala>
This is SSGM "feature".

Subject: Re: Falling damage
Posted by EvilWhiteDragon on Sat, 07 Mar 2009 16:37:06 GMT
View Forum Message <> Reply to Message

Goztow wrote on Sat, 07 March 2009 10:12
This is SSGM "feature".
Since when do you allow cheats to be posted Goz? I expected better from you...

Subject: Re: Falling damage
Posted by Goztow on Sat, 07 Mar 2009 16:42:17 GMT
View Forum Message <> Reply to Message

It was posted before, when people asked for TT to solve it. But I'll censor it a bit now.

Subject: Re: Falling damage
Posted by msgtpain on Sat, 07 Mar 2009 21:09:34 GMT
View Forum Message <> Reply to Message

So, if this is a "cheat" why isn't there a scripts update that "undoes" the "cheat" that was added by the same people working on all the wonderful changes now... and what exactly does that say?

I was simply pointing out yet another reason why the community shouldn't be anxiously awaiting with open arms a forced modification to the game created by reverse engineering the code...

^^ shit like this will always pop up..

I guess the nod tanks that just magically "appear" under the bridge in city when they're being purchased should be considered a "cheat" too... and what cool feature was it that caused that to happen again?

Subject: Re: Falling damage
Posted by CarrierII on Sat, 07 Mar 2009 21:27:17 GMT
View Forum Message <> Reply to Message

That's lag.

Subject: Re: Falling damage
Posted by Ghostshaw on Sun, 08 Mar 2009 10:13:02 GMT
View Forum Message <> Reply to Message

Any server owner can just remove the said cheat himself.

Subject: Re: Falling damage
Posted by Goztow on Sun, 08 Mar 2009 11:58:16 GMT
View Forum Message <> Reply to Message

msgtpain wrote on Sat, 07 March 2009 22:09So, if this is a "cheat" why isn't there a scripts update that "undoes" the "cheat" that was added by the same people working on all the wonderful changes now... and what exactly does that say?

I was simply pointing out yet another reason why the community shouldn't be anxiously awaiting with open arms a forced modification to the game created by reverse engineering the code...

^^ shit like this will always pop up..

I guess the nod tanks that just magically "appear" under the bridge in city when they're being purchased should be considered a "cheat" too... and what cool feature was it that caused that to happen again?
No server owner is forced to install SSGM. And they can disable said "feature" which is absolutely useless anyway.

Your second point is a Renegade lag related bug, nothing to do with any scripts.

Subject: Re: Falling damage
Posted by ErroR on Sun, 08 Mar 2009 13:58:04 GMT
View Forum Message <> Reply to Message

why bump this topic so many times with different stuff o.0