Subject: [OBJECTS.GM]Obelisk glitching fix
Posted by iRANian on Tue, 02 Aug 2011 17:52:13 GMT
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This is a modified objects.gm/ddb file that changes one property of the Obelisk weapon so it creates its explosion at the location where it hits a unit, instead of creating it after going thru two units or hitting the ground.

The following is changed from the objects.ddb file inside the always.dbs from the Data folder that comes with the stock FDS:

-The 'SoftPierceLimit' of the 'Ammo_Obelisk' ammo has been changed from 2 to 0.

The Obelisk weapon's explosion splash is preserved with this simple change. If a vehicle gets hit by the Obelisk ray after the ray hits a soldier and if the vehicle is outside of the explosion splash's area of effect (the explosion gets created where the soldier is), the vehicle does not get damaged, if the vehicle is inside the area of effect it does get damaged. This is correct and it basically confirms that the Obelisk doesn't pass thru soldier it hits anymore (graphically it will still do this though, I think).

To install:

-Place the objects.gm file in your FDS' data folder.
-Open up SSGM.ini and change 'ObjectsFile=' to 'ObjectsFile=gm' if this isn't done already.

File Attachments
1) objects.gm, downloaded 133 times

Subject: Re: [OBJECTS.GM]Obelisk glitching fix
Posted by NACHO-ARG on Wed, 03 Aug 2011 05:13:34 GMT
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great job man, does public server can run this, cause that whould be very nice

Subject: Re: [OBJECTS.GM]Obelisk glitching fix
Posted by shaitan on Sun, 07 Aug 2011 23:42:43 GMT
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In theory it's good..on a real server like crazyCTF it isn't so great.