

ET: Legacy Development - Feature #284

Make all weapons recoil FPS independent and random

07.04.2013 16:54 - Spyhawk

Status:	New	% Done:	0%
Priority:	Normal		
Assignee:			
Category:	Mod CGAME		
Target version:	2.78		
OS:		Arch:	

Description

Current recoil value is highly FPS independent (specially the 71 FPS value).
Recoil should be made (slightly) random and FPS independent.

Note that some mode removed +lookup, -lookup, +lookdown, and -lookdown commands from the client mod to deal with anti-recoil cheats.

Forum discussion link: <http://dev.etlegacy.com/boards/3/topics/326>

History

#1 - 27.04.2013 12:42 - Dragonji

- Subject changed from *make all weapons recoil FPS independent and random* to *Make all weapons recoil FPS independent and random*

- Priority changed from *Normal* to *High*

#2 - 30.10.2013 20:45 - Dragonji

- Description updated

#4 - 29.01.2018 16:19 - IR4T4

- Priority changed from *High* to *Normal*