

ET: Legacy Development - Bug #503

Fix dead player hitbox direction and bb height

01.02.2014 23:28 - IR4T4

Status: New	% Done: 0%
Priority: Normal	Spent time: 0.00 hour
Assignee:	
Category: Mod generic	
Target version: 2.78	
OS:	Arch:
Description Current hitbox: http://bani.anime.net/etpro/corpsebb-old.jpg Better: http://bani.anime.net/etpro/corpsebb-rtcw.jpg The bb height is also wrong. Reproduce: throw a nade on dead player.	
Related issues:	
Related to ET: Legacy Development - Feature # 198: All new hitbox and boundin...	New 10.02.2013
Related to ET: Legacy Development - Bug # 428: Rework/fix G_DebugHitBoxes (g_...	Fixed 22.12.2013
Related to ET: Legacy Development - Feature # 1174: Increase slightly the hei...	Fixed 18.01.2019

Associated revisions

Revision a711af4b - 07.02.2014 19:18 - IR4T4

game: hitbox adjustments for proning & dead players

History

#1 - 02.02.2014 00:56 - Spyhawk

- Related to Feature #198: All new hitbox and bounding box system added

#2 - 25.02.2014 16:45 - Spyhawk

- Target version changed from 2.71rc4 to 2.78

#3 - 10.07.2014 23:57 - IR4T4

- Subject changed from Fix dead player hitbox direction to Fix dead player hitbox direction and bb height

- Description updated

#4 - 21.12.2014 23:32 - IR4T4

- Target version changed from 2.78 to 2.72

Hitbox direction is adjusted (in 2.71). Nades still fly over hitboxes.

#5 - 07.01.2015 14:59 - IR4T4

- Target version changed from 2.72 to 2.78

#6 - 27.03.2016 01:33 - IR4T4

- Related to Bug #428: Rework/fix G_DebugHitBoxes (g_debugBullets 3) added

#7 - 15.04.2019 14:36 - Saukko

- Related to Feature #1174: Increase slightly the height of wounded player's hitbox added