

ET: Legacy Development - Bug #802

Grenades exploding mid-air produce debris

28.01.2015 12:45 - Spyhawk

Status: Fixed	% Done: 100%
Priority: Normal	Spent time: 0.00 hour
Assignee: IR4T4	
Category: Mod generic	
Target version: 2.74	
OS:	Arch:
Description Grenades exploding mid-air (and everything that can explode mid-air) produce debris - we probably need to add an extra check here.	
Related issues: Related to ET: Legacy Development - Bug # 836: misplaced sounds on explosive ... New 04.04.2015	

Associated revisions

Revision 7106d3c7 - 29.01.2015 19:01 - IR4T4

cgame: random scaling for airborne debris refs #802

History

#1 - 28.01.2015 12:59 - Spyhawk

- Description updated

#2 - 28.01.2015 16:15 - IR4T4

It's metal debris which is fine for me ... but it's probably too big and this debris model requires some scaling.

#3 - 29.01.2015 00:24 - Spyhawk

Then yes, a bit of scaling would be great. Explosions with debris effects are indeed better looking than without them.

#4 - 30.01.2015 18:51 - IR4T4

- Status changed from New to Feedback

- % Done changed from 0 to 20

#5 - 31.01.2015 11:00 - Spyhawk

- Status changed from Feedback to Fixed

- Assignee set to IR4T4

- Target version changed from 2.78 to 2.74

- % Done changed from 20 to 100

Looks much better, thx!

#6 - 31.01.2017 16:47 - Spyhawk

- Related to Bug #836: misplaced sounds on explosive debris added