

ET: Legacy Development - Bug #872

enable_breath effect works only on surfaceparm

23.08.2015 10:10 - keMoN

Status:	New	% Done:	0%
Priority:	Normal	Spent time:	0.00 hour
Assignee:			
Category:			
Target version:	ALL		
OS:		Arch:	

Description

Having the enable_breath effect active in maps is semi functional. Right now it only appears if whatever the player is standing on, has **surfaceparm snow** in its shader.

I understand the arguments behind it, but I think it is not wise to restrict this effect like that. If it is possible I think restricting it to areas that are underneath the sky (like artillery support) would be a better solution. I'm not entirely sure if having it globally on the map is a good idea, because it is unusual inside buildings.

History

#1 - 23.08.2015 11:44 - IR4T4

- Target version set to ALL

#2 - 31.08.2015 23:41 - Mateos

I think I recall that this enable_breath isn't working at all ^^ Because as you said bound to this surfaceparm

I think a cloudy, rainy, cold spring night might benefit from this kind of tweak, for the sake of the atmosphere, and mapper liberty

#3 - 01.09.2015 17:27 - IR4T4

We may add a new worldspawn flag but this enables or disables it only.

#4 - 22.10.2016 14:49 - keMoN

There are two things in this I would like to adress.

First, the enableBreath effect (small clouds in front of the player mouth) works **only** if the player is downed and waiting for a medic. It doesn't work when the player is alive.

Second, the effect works **only** on surfaces that have "surfaceparm snowsteps".

I think it would be great, if this could be bound to the [TraceMap](#). Environmental effects (snow and rain) are using TraceMaps to know where to cast those effects and probably Artillery and Air Strikes are also checking this TraceMap for info whether they should go through or not.

This would make the effect actually useable and I think it's as close to 'perfect' as possible.

#5 - 22.10.2016 19:33 - Mateos

Personally I'd go for a trigger approach (AABB), so the mapper has a full control of where (and also when!) this effect happens

#6 - 22.10.2016 20:05 - keMoN

That would also be an option, yes. I just thought of the tracemap because that one is already present anyway and relatively accurate. But you are right, triggers would actually allow for more flexibility. Do you think there might be any differences in performance?

#7 - 22.10.2016 20:07 - keMoN

when that happens

Daaaamn, I must have skipped that line in my mind the first time. I'm just now realizing the potential it brings when you are able to trigger that stuff. Nice thinking!
That would have been perfect for the 'Battle of Wolken' mappers!

#8 - 22.10.2016 22:24 - Mateos

See, winter map with interior, a wall is blown up, and suddenly it gets colder inside

#9 - 18.12.2016 10:52 - keMoN

- File *enablebreath.pk3* added

Added sample map for testing.

Files

enablebreath.pk3	27.3 KB	18.12.2016	keMoN
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