

## ET: Legacy Development - Bug #969

### func\_rotating trigger landmines

13.12.2016 12:54 - keMoN

<b>Status:</b>	New	<b>% Done:</b>	0%
<b>Priority:</b>	Normal	<b>Spent time:</b>	0.00 hour
<b>Assignee:</b>	RaFaL		
<b>Category:</b>	Mod generic		
<b>Target version:</b>	2.78		
<b>OS:</b>		<b>Arch:</b>	

#### Description

Func\_rotating and possibly func\_door\_rotating should not be triggering landmines in my opinion. Landmines are pressure and not movement triggered.

Something that is rotating or swinging around above ground should not have an effect.

Especially for func\_rotating it is annoying and the best example for that is [Ammo Depot](#). The searchlights on the bunker are rotating and everywhere in that radius you can **not** plant landmines, although it is only light and 100 meters above ground.

Admittedly for func\_door\_rotating it would provide a small gameplay change, however I think in the logical direction. This is a separate issue though and probably needs discussion.

#### History

##### #1 - 16.12.2016 17:14 - keMoN

- File *func\_rotating.pk3* added

- Assignee set to RaFaL

Added sample file for testing.

##### #2 - 16.12.2016 18:55 - RaFaL

After some brain storm with kemon we came up with decision that it could be entities colision issue

##### #3 - 18.12.2016 10:35 - keMoN

- File deleted (*func\_rotating.pk3*)

##### #4 - 18.12.2016 10:35 - keMoN

- File *func\_rotating.pk3* added

Added func\_door\_rotating to the sample map

##### #5 - 10.04.2017 18:02 - IR4T4

- Category set to Mod generic

- Target version set to 2.78

#### Files

func_rotating.pk3	26.1 KB	18.12.2016	keMoN
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