Subject: Re: Need a coder for a balance patch
Posted by CarrierII on Wed, 02 Jan 2008 18:26:41 GMT

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Yrr wrote on Wed, 02 January 2008 18:21
(The rest of his post...)
=HT=T-Bird wrote on Wed, 02 January 2008 14:06
Finally, fixing the Nod Turret would require server-side and/or client-side objects.ddb modifications
(RoF/damage) along with an aimbot developer (haven't you noticed that turrets can't aim at all?).
I would be happy with just aiming fixes to the turrets, though.
You can change damage server-side and the _improved_ turrets aim fine, but their bullets are too
slow (and you cannot change their speed server-side without annoying clients).

Matty managed it somehow. I will go poke him.