Subject: Re: Obelisk glitching / not hitting
Posted by Genesis2001 on Sun, 26 Apr 2009 19:50:17 GMT
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RTsa wrote on Sun, 26 April 2009 10:26I made three pics to better (?) show what I mean.

First is how it works right now, the ray is traced through the character and ends up in the ground, far enough away so it doesn't do damage.

Second picture shows what would happen if the ray trace also took into account characters. It'd become much more accurate against infantry - obviously. However, something that would be where I wrote the "SPLASH" in the first image would survive, and that might not be what we'd want.

Third picture shows (eh...kinda) what would be the ultimate (and most realistic too) solution: make the obelisk ray damage anything in its path. Thus killing both the mobius as well as someone standing behind him at the "SPLASH" spot of the first image.

(NOT like ramjet which only damages stuff in a straight line, rather something with a radius - a tube!)

PS - Pain(t) FTW!

I think it's perfectly balanced the way it is currently.

I'm sure this has been said before, probably time and time again ...

But,

GDI is tank-based. They don't really have elite infantry. Thus, the Obelisk is meant for tank destruction.

Nod is infantry-based. They don't have high-tech vehicles. Thus, the AGT is meant to take out these units (hence the chaingun).

=X