Subject: Re: Some balance things I've been thinking about
Posted by dblaney1 on Thu, 13 Apr 2017 17:43:40 GMT

The 1/4th damage thing you can fix in your servers ddb file. Just change the collision multiplier from 0.25 to 1.0. Thats what I did on my server. Doesn't affect range of damage at all. The issue is that theres an object in the way of the explosion and the player so the collision multiplier kicks in.

Screenshake is enabled. There is just the option for servers to turn it off.

None of this is really TT issues though. You can change almost all of this with a custom objects.ddb or with server plugins. If you include that objects.ddb in a ttfs package it even applies the changes client side so things like screenshake etc apply as well. You can even make the scopes standardized by including the hud_sniper.dds in your ttfs package if you really want to. I have one on my server actually. Its a semi clearscope though. clear middle with dimmed sides around the circle.