

## DAMAGE vs. DISTANCE

Weapon damage is reduced at far distances (for all (onscoped) bullet weapons).

The damage is reduced for distances over 1500 units. There is a linear fall off from normal damage at 1500 units till half damage at 2500 units distance. The damage never falls under 50%. Afaik, 1 unit equals 1 inch, so this leads to:

0.0m - 38.4m: 100% damage

38.4m - 64.0m: 100% - 50% damage

>64.0m : 50% damage

Here the source from the file g\_weapon.c, function Bullet\_Fire\_Extended:

```
if( distance_falloff ) {
    vec_t dist;
    vec3_t shotvec;

    //VectorSubtract( tr.endpos, start, shotvec );
    VectorSubtract( tr.endpos, muzzleTrace, shotvec );
    dist = VectorLengthSquared( shotvec );

    if( dist > Square(1500.f) ) {
        reducedDamage = qtrue;

        if( dist > Square(2500.f) ) {
            damage *= 0.5f;
        } else {
            float scale = 1.f - 0.5f * (Square(1000.f) / (dist - Square(1000.f)));
```

```
    damage *= scale;  
  }  
}  
}
```

submitted by Ragnar-X-

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