

MOVEMENT SPEED CODE

Moving speed while carrying heavy weapons:

Panzer/Mortar/MG42: 50%

Panzer/Mortar/MG42 with level 3 heavy weapons: 75%

Flamethrower: 70%

Flamethrower with level 3 heavy weapons or while attacking (i.e. pressing the fire button): 100%

Here the source (from the file bg_pmove.c, function PM_CmdScale):

```
// JPW NERVE -- half move speed if heavy weapon is carried
// this is the counterstrike way of doing it -- ie you can switch to a
non-heavy weapon and move at
// full speed. not completely realistic (well, sure, you can run faster
with the weapon strapped to your
// back than in carry position) but more fun to play. If it doesn't play
well this way we'll bog down the
// player if they own the weapon at all.
//
if ((pm->ps->weapon == WP_PANZERFAUST) ||
    (pm->ps->weapon == WP_MOBILE_MG42) ||
    (pm->ps->weapon == WP_MOBILE_MG42_SET) ||
    (pm->ps->weapon == WP_MORTAR)) {
    if (pm->skill[SK_HEAVY_WEAPONS] >= 3 ) {
        scale *= 0.75;
    } else {
        scale *= 0.5;
    }
}
```

```
}  
  
if (pm->ps->weapon == WP_FLAMETHROWER) { // trying some different balance  
for the FT  
    if( !(pm->skill[SK_HEAVY_WEAPONS] >= 3) || pm->cmd.buttons & BUTTON_ATTACK  
)  
        scale *= 0.7;  
}
```

submitted by [Ragnar-X-](#)

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