

01.05.2024 - Turrets / Lights / Bomber and Nukes

Turrets:

The turrets underwent extensive revisions, particularly due to past issues with the Gatling turret. The main problem was an unreliable firing rate, which ultimately led to faulty behavior. Although target changes and turret rotations naturally cause fluctuations in the firing rate, maintaining a consistent performance was practically impossible. The extensive redesign now ensures that high firing rates can be reliably achieved.

In tests, this was even demonstrated with 200 shots per second.

In addition to the general adjustments, a new projectile firing system has been implemented.

All changes now apply for testing purposes only to the Gatling turret.

Turret Spotlights:

In recent days, much effort has been devoted to replacing the turret spotlights with more realistic lighting effects. This made the game much more atmospheric at night.

Unfortunately, there were issues with the implementation on Windows, causing the game to crash when loading a map. This was a severe setback as it had been working fine all along and suddenly stopped on the CTD server.

It is hoped that these problems are due to a bug in the current engine version and can be re-evaluated at a later time.

Bombers / Nukes:

Previously, bombers and nukes were activated as soon as a new wave began.

From now on, bombers and nukes will only be launched after the last enemy of the current wave has appeared.

This change increases the difficulty level, especially in very long waves, such as wave 110, but it also avoids wasting bombers and nukes on individual targets at the start of a wave.

