

FX

All of these changes reduce lag for client players.

gameresources\generated\decls\fx\weapon\gauss_cannon\projectile_destroyer.decl

```
item[10] = {
    name = "rock_debris";
    group = "explosion";
    type = "FX_DESTRUCTIBLE";
    startCondition = {
        hum = 7;
        item[0] = "FX_PROJECTILE_EXPLODE_DIRT";
        item[1] = "FX_PROJECTILE_EXPLODE_PLASTIC";
        item[2] = "FX_PROJECTILE_EXPLODE_WOOD";
        item[3] = "FX_PROJECTILE_EXPLODE_STONE";
        item[4] = "FX_PROJECTILE_EXPLODE_METAL";
        item[5] = "FX_PROJECTILE_EXPLODE_DEFAULT";
        item[6] = "FX_PROJECTILE_EXPLODE ASPHALT";
    }
    stopCondition = {
        hum = 1;
        item[0] = "FX_NONE";
    }
    rotationType = "FX_ROT_EXPLICIT_ANGLES";
    destructibleParms = {
        destructible = "";
    }
}
```

gameresources\generated\decls\fx\weapon\gauss_cannon\projectile_destroyer_charge_level_3.decl

```
item[0] = {
    name = "rock_debris";
    group = "explosion";
    type = "FX_DESTRUCTIBLE";
```

```

    color = {
        y = 0.13013652;
        z = 0.0273208916;
    }
    startCondition = {
        num = 7;
        item[ 0 ] = "FX_PROJECTILE_EXPLODE_DIRT";
        item[ 1 ] = "FX_PROJECTILE_EXPLODE_PLASTIC";
        item[ 2 ] = "FX_PROJECTILE_EXPLODE_WOOD";
        item[ 3 ] = "FX_PROJECTILE_EXPLODE_STONE";
        item[ 4 ] = "FX_PROJECTILE_EXPLODE_METAL";
        item[ 5 ] = "FX_PROJECTILE_EXPLODE_DEFAULT";
        item[ 6 ] = "FX_PROJECTILE_EXPLODE ASPHALT";
    }
    stopCondition = {
        num = 1;
        item[ 0 ] = "FX_NONE";
    }
    rotationType = "FX_ROT_EXPLICIT_ANGLES";
    destructibleParms = {
        destructible = "";
    }
}

item[ 1 ] = {
    name = "explosion_shake";
    group = "explosion";
    type = "FX_SCREEN_SHAKE";
    duration = 3;
    fadeStartDistance = 1.90499997;
    distance = 9.52500057;
    color = {
        y = 0.13013652;
        z = 0.0273208916;
    }
    startCondition = {
        num = 1;
        item[ 0 ] = "FX_PROJECTILE_EXPLODE";
    }
    stopCondition = {
        num = 1;

```

```

    item[ 0] = "FX_NONE";
}

screenShakeParms = {
    advancedShakeDecl = "advancedscreenviewshake/loadout/adv_shake_1";
}

}

item[ 2] = {
    name = "explosion_piece";
    group = "explosion";
    type = "FX_PARTICLE";
    duration = 1000;
    looping = true;
    color = {
        y = 0.13013652;
        z = 0.0273208916;
    }
    startCondition = {
        num = 1;
        item[ 0] = "FX_PROJECTILE_EXPLODE_PIECE_1";
    }
    stopCondition = {
        num = 1;
        item[ 0] = "FX_NONE";
    }
    priginType = "FX_ORG_TRACK_POS";
    rotationType = "FX_ROT_TRACK_AXIS";
    particleParms = {
        declPrt = "";
    }
}

```

gameresources\generated\decls\fx\weapon\plasma_rifle\plasma_rifle_microwave_3rd.decl

```

item[ 1] = {
    name = "muzzle_flash_primary";
    group = "fire_microwave";
    type = "FX_PARTICLE";
    duration = 500;
    fadeOutTime = 500;
    color = {

```

```
    x = 0.0451862141;
    y = 0.254152179;
}
tagNames = {
    num = 1;
    item[0] = "fx_muzzle_z_barrel";
}
startCondition = {
    num = 1;
    item[0] = "";
}
stopCondition = {
    num = 1;
    item[0] = "";
}
priginType = "FX_ORG_TRACK_POS";
rotationType = "FX_ROT_TRACK_AXIS";
particleParms = {
    declPrt = "";
}
}
```

Revision #2

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