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Subject: Who Screwed Up?(Light Armor Isn't Actually Light)

Posted by [Dr. Lithius](#) on Sat, 01 Jul 2006 23:48:50 GMT

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What is going on here?! Who did this?!

Alright, let me explain what's going on. Recently, I'd been fiddling around in Commando Level Editor and mucking about with the various things in Objects.ddb. Now, after saving my settings and implementing them into Renegade, I made a startling discovery...

Apparently, at some point or another, the default "objects.ddb" in Commando and the one hiding somewhere in Renegade split ways! Some how or another... It appears that all the lightly-armored vehicles in Renegade -- Humm-Vee/Buggy, Mobile Artillery/MRLS... -- had their armor cut back even further! I came upon this startling conclusion by comparing my modified version of Islands(with the Extras menu holding the opposing force's units) with the current version of Islands. What I theorize is that somewhere along the lines, someone...Westwood, EA, or possibly even Black Hand Studios...screwed something up. The Light Armored vehicles went from "CNCVehicleLight" armor to...to...I dunno, actually. I can't seem to find the match in Commando... But what I wanna know is how this happened, who did it, and why... I've always known that the armor for some of these vehicles was ridiculously underdone, but this just confirms it...

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