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Subject: Re: can you ?

Posted by [xptek](#) on Thu, 17 Aug 2006 19:44:46 GMT

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Quote:two tech units per team. one of the techs has the repair gun (strong) and also cost 500 credits and the gun dose double the fix rate. (this tech has no remots and no proix and only 1 timed). and the other tech has 3 remots and 2 timeds and has proix and rocket launcher (weak) and cost 600 creditsp

Not possible. You can't change weapon damage server-side.

Quote:

sbh cost 550 credits also u can see them constently but only just (u need to have a good eye to spot them)

Not possible.

Quote:

mammy gos slower (25% slower) but has faster reload rate (40% faster) and the missiles go further (30% further)

Not possible.

Quote:

flamer gos faster (20% faster)

Not possible.

Quote:

hummer has more aromor (%30 more) and cost 500 credits

Might want to reconsider this one. GDI needs a cheap vehicle for early in the game as well. Would make the Nod buggy pretty unbalanced.

Quote:

can see stanks further away (10% further)

Not possible.

Quote:

MLRS has 12 rocktes but each one dose less damage (40% more)

Not possible.

Quote:buggy is faster (15% faster) cost 350 credits

Not possible.

Quote:harvys go faster (20% faster) tib dose less damage (80% less)

Can't change the harvester speed without the client seeing significant warping. Could probably change the Tiberium damage.

Quote:

ramjets have a slower reload time (40% longer)

repair gun dose a better job (strong) (100% more)

all C4 have more armor (100% more) (to counteract the repgun)

Not possible.

Quote:

Have "shop" were u can buy individual weapons.

This could be done pretty easily with scripts.dll, but it kind of defeats the whole "character classes" thing.

A lot of the stuff you want to change is controlled client-side.

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