
Subject: Re: Extra things in LE

Posted by [totalhavok](#) on Wed, 11 Oct 2006 18:33:26 GMT

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crazfulla wrote on Tue, 10 October 2006 07:26l would temp the Nod_Turret_Improved and give it an artillery shell or something. theres no point making a turret shell "tracking" cause it isn't self propelled. So why not add splash damage? xD

This turned out to be ALMOST the best fix, but the arty shells have a bit too much splash, so what I did was temp a new Cannon_2 ammo setting, I upped the damage to 40 points from 30, and replaced the small shell with a medium shell. I then went back to my temped Nod_Turret_DEC_Improved_02, and set the tilt rate AND the turn rate to 700 up from 500, I then lowered the Z setting from 1.00 to 0.7 (mid waist hieght), and changed the Weapon error rate from 1.00 to 0.010.

These setting work MUCH better against infantry, and a little better against vehicles
