
Subject: Re: MRLS or Artillery?

Posted by [Jerad2142](#) on Thu, 25 Jan 2007 05:02:07 GMT

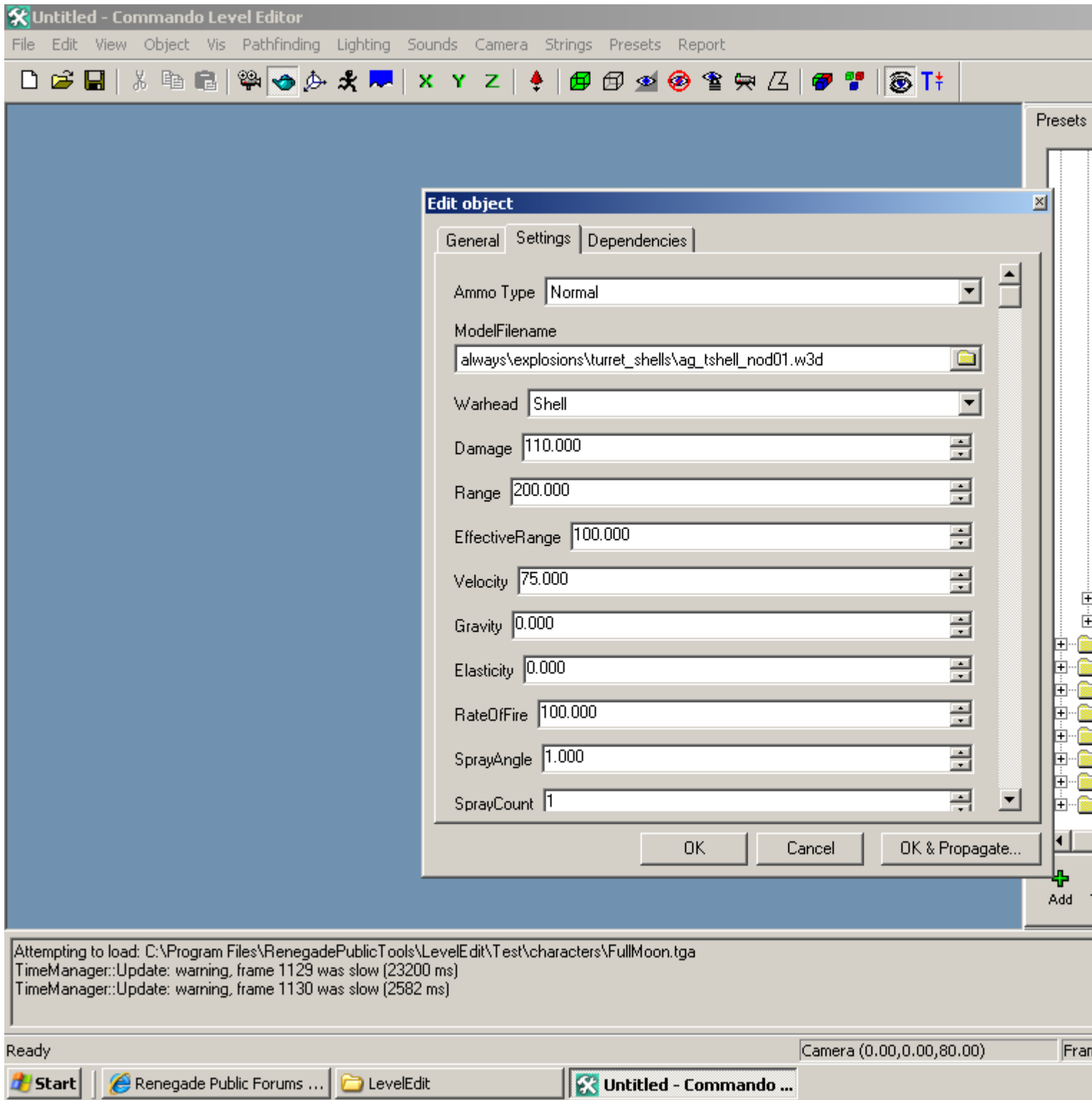
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Okay here look for your selves:

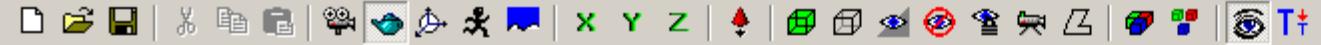
They both have the same warhead, MRLS = 2 less damage in the end.

File Attachments

1) [ARTY.png](#), downloaded 264 times



2) [MRLS.png](#), downloaded 276 times



Edit object

General Settings Dependencies

Ammo Type Normal

ModelFilename
always\weapons\ammo\tracers\rocket_launcher\ag_rocketl.w3d

Warhead Shell

Damage 18.000

Range 200.000

EffectiveRange 50.000

Velocity 30.000

Gravity 0.000

Elasticity 1.000

RateOfFire 3.000

SprayAngle 5.000

SprayCount 1

OK Cancel OK & Propagate...

Obsolete deform chunk encountered in mesh: .DUMMY
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\test\characters\havoc\FullMoon.tga
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\test\characters\FullMoon.tga