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Subject: Re: LE Questions

Posted by [Omar007](#) on Fri, 24 Jul 2009 10:26:34 GMT

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ErroR wrote on Thu, 23 July 2009 23:56LR01 wrote on Fri, 24 July 2009 00:46Well, in bones.ini you can set a damage multiplier for the head, but that counts for all weapons.

Now, you can make a warhead to more damage to a armor type.

Can I have a warhead do more damage to a body part, as in bones.ini?

Ow, and the make it more clear, it's for C&C Battle for Dune (see siggy)

so, as for what Goztow said, it isn't for renegade it self.

you can't add a new warhead afaik, but surely can edit one. And then set the multiplier for every surface type

You can edit/remove/add as many new warheads/armor types as you want.

I rewrote armor.ini completely to fit the needs of C&C 3. With a list of all units and their damage i split every one into groups like 'light', 'light-medium', 'medium', 'medium-heavy', 'heavy' and where needed on one of the factions even something like 'light-light-medium'. It all works

EDIT: My armor.ini is now ~82kb where the original was ~38kb

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