
Subject: Re: request - Nod Rocket Soldier bug
Posted by [reborn](#) on Tue, 17 Nov 2009 19:50:32 GMT
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No problem...

You're right, the Nod rocket guy has no damage points assigned to him. The direct counter-part on GDI has a value of 0.05, with the Gunner being worth 0.07. It makes sense to me that he should be worth 0.05 too. Would you agree?

I would prefer to make something useful, something that lets server owners define presets in a list themselves, then let that list define the keys in the ini file. This way you could add preset names to a list, then have that list create valid key names so you can add entries for other presets to change there Damage Points too. However, I do not think I can have the list define variables like that...

I may have to create a static list of preset names. But I really wish I could think of a way to do what I just explained. :-/

File Attachments

1) [points.JPG](#), downloaded 466 times

```
Renegade Master Server - z9999999 - svrcfg_cnc.ini
lue of 1.000000
A GDI_Ceiling_Gun_AGI object has just been created, and it has a damage point va
lue of 1.000000
A GDI_Ceiling_Gun_AGI object has just been created, and it has a damage point va
lue of 1.000000
A Nod_Obelisk object has just been created, and it has a damage point value of 1
.000000
A Obelisk Effect object has just been created, and it has a damage point value o
f 0.000000
A Invisible_Object object has just been created, and it has a damage point value
of 0.000000
A Invisible_Object object has just been created, and it has a damage point value
of 0.000000
A Invisible_Object object has just been created, and it has a damage point value
of 0.000000
A CnC_Ammo_Crate object has just been created, and it has a damage point value o
f 0.000000
A CnC_Nod_Harvester object has just been created, and it has a damage point valu
e of 0.040000
A CnC_Nod_Cargo_Drop object has just been created, and it has a damage point val
ue of 0.000000
A Generic_Cinematic object has just been created, and it has a damage point valu
e of 0.000000
A CnC_GDI_Harvester object has just been created, and it has a damage point valu
e of 0.040000
The Version of player 1 is 3.400000
Player redude joined the game
redude changed character to a Nod Soldier
A CnC_Nod_Minigunner_0 object has just been created, and it has a damage point v
alue of 0.010000
team2 1 1
>
>redude changed character to a GDI Soldier
A CnC_GDI_MiniGunner_0 object has just been created, and it has a damage point v
alue of 0.010000
redude changed character to a Rocket Soldier Officer
A CnC_GDI_RocketSoldier_10ff object has just been created, and it has a damage p
oint value of 0.050000
Purchase: redude - Rocket Soldier Officer
redude changed character to a Gunner
A CnC_GDI_RocketSoldier_2SF object has just been created, and it has a damage po
int value of 0.070000
Purchase: redude - Gunner
redude changed character to a Rocket Soldier Officer
A CnC_GDI_RocketSoldier_10ff object has just been created, and it has a damage p
oint value of 0.050000
Purchase: redude - Rocket Soldier Officer
team2 1 0
>
>redude changed character to a Nod Soldier
A CnC_Nod_Minigunner_0 object has just been created, and it has a damage point v
alue of 0.010000
redude changed character to a Rocket Soldier Officer
A CnC_Nod_RocketSoldier_10ff object has just been created, and it has a damage p
oint value of 0.000000
Purchase: redude - Rocket Soldier Officer
Westwood Online mode active since 17/11/2009 - 19:44:11
Gameplay in progress
  Map : C&C_Field.mix
  Time : 0.28.44
  Fps : 60
  GDI : 0/4 players      0 points
  NOD : 1/4 players     0 points
```