Subject: The Limit
Posted by spoonyrat on Sat, 05 Jun 2004 13:32:45 GMT
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I'm not for a moment suggesting this is a "game bug" that needs fixing, but is there a way to alter (or remove) the vehicle limit of 7? A scripts.dll or something?

Subject: The Limit
Posted by JPNOD on Sat, 05 Jun 2004 14:36:54 GMT
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hmm yeah, but how much would u preffer.
I think if they would go over 15 vehicels. The fps would be terrible.
I think black-cell has the script but im not sure.

Subject: The Limit
Posted by spoonyrat on Sat, 05 Jun 2004 14:39:32 GMT
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Yeah, 15 flamers would kill the FPS, fair point. I'm just interested in making tanks more feasible to use in really big games (60 or so players) without an army of Sakuras raping them for points.

Don't tell me a 15-orca rush on Walls Fly doesn't make your eyes light up

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Subject: The Limit
Posted by Aircraftkiller on Sat, 05 Jun 2004 14:59:24 GMT
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It doesn't, because n00b cannons destroy them with no problem.

Vehicle limit isn't being changed.

Subject: The Limit
Posted by Nightma12 on Sat, 05 Jun 2004 15:30:24 GMT
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and it isnt 7 it is 9, the harvester counts as a tank too

Subject: The Limit
Posted by Cat998 on Sat, 05 Jun 2004 15:44:48 GMT

you mean 8, 8 verhicles on each side

Subject: The Limit
Posted by **Nightma12** on Sat, 05 Jun 2004 15:54:11 GMT

no, it is 9 but the harvester counts as a tank as well

Subject: The Limit
Posted by **cowmisfit** on Sat, 05 Jun 2004 16:06:37 GMT

I think it should at least me an option for a server to allow more vehicals, if the players want more and don't mind the FPS they can play there, if they do want the high fps they can play somewere else.

Subject: The Limit
Posted by **spoonyrat** on Sat, 05 Jun 2004 16:21:03 GMT

I'm not suggesting the default is changed, I was just wondering if there was a script (or however it could be done) that could be made available for a server that wanted it

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Subject: The Limit
Posted by **punkun21** on Sat, 05 Jun 2004 21:38:06 GMT

Black Cell doesn't have a script for more vehicles, it is more of a back door to an existing mod. Destroyed tanks, apcs and buggies leave a shell which can be repaired to a useful state. The strategy is to buy tanks and keep killing them, leaving the shell until you have the amount of vehicles you want for a rush, since destroyed vechs don't count against the limit. Repair the shells and voila, you have a twelve med tank rush.

Subject: The Limit
Posted by **IRON FART** on Sun, 06 Jun 2004 04:40:33 GMT

It would be nice if it could be changed according to server size or capability.

Although this is going to bog down the FPS.

Subject: The Limit
Posted by BabyCatjuhh on Sun, 06 Jun 2004 06:32:24 GMT
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punkun21Black Cell doesn't have a script for more vehicles, it is more of a back door to an existing mod. Destroyed tanks, apcs and buggies leave a shell which can be repaired to a useful state. The strategy is to buy tanks and keep killing them, leaving the shell until you have the amount of vehicles you want for a rush, since destroyed vechs don't count against the limit. Repair the shells and voila, you have a twelve med tank rush.

Can't this be implemented? it'd be cool.

Subject: The Limit
Posted by JPNOD on Sun, 06 Jun 2004 10:00:51 GMT
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thats weaird, quite sure ive seen about 50 lights on hourglass once, all empty afcourse . but that guy was talking about a script.

Subject: The Limit
Posted by spoonyrat on Sun, 06 Jun 2004 11:19:09 GMT
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I don't really care how it's done, I'm just wondering if I could get hold of it

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Subject: The Limit
Posted by Majiin Vegeta on Sun, 06 Jun 2004 13:10:30 GMT
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Nightma14no, it is 9 but the harvester counts as a tank as well

the harvester is not inclueded in the vehicle limit so it is 8

Subject: The Limit
Posted by spoonyrat on Sun, 06 Jun 2004 14:29:06 GMT
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The limit is 7 plus the harvester = 8

Subject: The Limit
Posted by IRON FART on Sun, 06 Jun 2004 16:58:35 GMT
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No it isn't 7.

Try it, you can buy 8 tanks/vehicles. Thats not including the harvester.

Subject: The Limit
Posted by mrpirate on Sun, 06 Jun 2004 17:30:12 GMT
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I'm fairly sure it's 8 including the harvester.

Subject: The Limit
Posted by IRON FART on Sun, 06 Jun 2004 17:53:58 GMT
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Nop.

Thats 7 Meds and an Orca...It worked with 8 Meds as well, but I destroyed one and bought an orca so I could get a better top-down view.

There was a harvester too.

Subject: The Limit
Posted by Majiin Vegeta on Sun, 06 Jun 2004 18:05:47 GMT
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if the harvestere was inclueded into the limit then when the harvester is deystroyed you could purchase a 9th tank and have no harvester :rolleyes:

Subject: The Limit
Posted by IRON FART on Mon, 07 Jun 2004 00:41:25 GMT
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Maybe if you are mega fast.

The harvester gets re-ordered automatically...faster than people.

Subject: The Limit
Posted by Nightma12 on Mon, 07 Jun 2004 16:23:16 GMT
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destroy your refinary, then you can build a 9th tank

Subject: The Limit
Posted by sum41freaky on Mon, 07 Jun 2004 17:33:13 GMT
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wel here i build 8 things and killed ref so no harvester anymore and here is how many things you can build without a harvester

it are still 8 things

Subject: The Limit
Posted by icedog90 on Sun, 20 Jun 2004 23:29:09 GMT
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I believe SK knows how to change the vehicle limit. If not, I know somebody did, but I can't remember who.

I don't have any problem with the 8 vehicle limit (including the harvester), but it can be an option for servers if they wanted more.

Subject: The Limit
Posted by dead6re on Wed, 23 Jun 2004 15:35:45 GMT
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omg, its so easy!

Well maybe not.

Edit the scripts.dll and the obbject.dbb so it makes the vechs on nethier side, then u can make as many as u like but sbh could take the gdi vechs when made like gdi could!

Subject: The Limit
Posted by djlaptop on Sat, 26 Jun 2004 23:07:46 GMT
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The inherent vehicle limit built into the game can not be changed.

However, new vehicles can be spawned that have no team ownership, and thus, don't count against the vehicle limit. This has new problems, however, because these spawned vehicles can not be bought at a Purchase Terminal.

Using scripts.dll and a regulator program, it's possible to create some kind of purchasing system where you say "!buy med" in chat and scripts.dll will...

1) spawn a medium tank near your location
2) deduct 800/1600 credits depending on whether or not you have a pp

The problems here, however, are:
1) since the tank has no ownership, someone (even same team) could immediately steal it
2) If it happens to appear in some level geometry it will be stuck
3) If it happens to appear near another player they will be killed (crushed by an "enemy" tank... remember it has no ownership so it's considered an
enemy)
4) This would create an unfair dynamic in the game... Imagine you're playing on Hourglass... GDI makes an APC run... the APC gets toasted by the obby... so a player immediately spawns a new one right there... they can make it all the way to the PP. Or, say you're a hottie, running to the enemy base and you suddenly get ambushed by snipers... *poof* instant med tank.... not fair.
5) If you're in a tunnel or building, all hell will break loose.

Subject: The Limit
Posted by djlaptop on Sat, 26 Jun 2004 23:10:11 GMT
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Hmm, just thought of something else...

This would make SBH runs so much more annoying... SBH sneaks into the GDI base, spawns a flame tank... game over.

Subject: The Limit
Posted by Blazer on Sat, 26 Jun 2004 23:42:00 GMT
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A clever programmer would check the coordinates and only allow !buy to be used from a specific zone near the wf or airstrip. They would also have to disallow buying if the wf/air were destroyed, and increase the price if the PP was destroyed.

Subject: The Limit
Posted by Battousai on Sun, 27 Jun 2004 07:44:29 GMT
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I agree with Blazer... why would you want the vehicle to spawn near your location? The vehicle that spawns should spawn in the exact same designated place every single time.

Also there should just be a delay timer. If anyone on a team purchases a vehicle from the !buy command, no one on that team can buy another vehicle for 15 seconds or something (same as the delay in the wf/airstrip).

If the vehicle spawns in a designated place and it kills you, well that's your fault, if you stand on the red circle on the airstrip or inside the garage of the wf you get killed when a vehicle is produced. Same thing..

Subject: The Limit
Posted by gibberish on Sun, 27 Jun 2004 23:43:37 GMT
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Just detect when a vehicle is bought then destroy the purchased one and replace it with a spawned one.

That way there is no limit to worry about and you won't spawn on top of a player as there was already a vehicle there.

The only problem is the stealing problem.

Gib

Subject: The Limit
Posted by Blazer on Mon, 28 Jun 2004 02:25:06 GMT
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A flame rush of 10+ tanks would slow everyones FPS to like 5.