
Subject: Repair Gun alt fire

Posted by [flyingfox](#) on Fri, 16 Jul 2004 04:55:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi. I had an idea. Would a server side objects.ddb with elements from the Golden God Mod allow clients to use the alt-fire repair gun with that burning red beam that damages? The Golden God Mod allows this in single player, and I know there is a server side objects that is used in the renegade dedicated server.

Subject: Repair Gun alt fire

Posted by [Blazer](#) on Fri, 16 Jul 2004 05:30:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yes, but it would be abused...think about it...a limitless ammo weapon that does a fair amount of damage...1 eng could get into a building, deploy his timed, and then alt-fire the mct to do extra damage, and then finish it off with his remotes.

Subject: Repair Gun alt fire

Posted by [flyingfox](#) on Fri, 16 Jul 2004 06:06:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

That's easy, just edit armor.ini to disallow the warhead to do damage to buildings. Unless the warhead is the same as a used weapon..?

Subject: Repair Gun alt fire

Posted by [Javafx](#) on Fri, 16 Jul 2004 10:39:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

I fail to see the point of having an alternate firing mode for the repair-gun when the pistol already is a powerhouse in a small package. I don't think many people appreciate how dangerous the pistol actually is.

Subject: Repair Gun alt fire

Posted by [KIRBY098](#) on Fri, 16 Jul 2004 12:16:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

I've played against you. I do.

Subject: Repair Gun alt fire

Posted by [m1a1_abrams](#) on Fri, 16 Jul 2004 13:12:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

It would mess with the game balance if Engineers could damage the enemy with their repair gun. They shouldn't be terribly effective against tanks and infantry because their ability to repair friendly units is so powerful on it's own. Imagine if you have a group of Engineers repairing friendly tanks in the field, but as soon as enemy units approach them they use their repair guns to attack them alongside the tanks. They would be too powerful, particularly since the standard Engineer is a free character.

Subject: Repair Gun alt fire

Posted by [flyingfox](#) on Fri, 16 Jul 2004 13:13:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

That's pretty irrelevant though. I'm looking at

Quote:improvements for C&C: Renegade

in the name of variety and new features. Besides, the burn would be a lot easier to use and many people can't use the pistol that well. Not to mention it's range only reaches that of the normal blue repair module. If you were new or your skill was in the mid levels, wouldn't you want something that was easy to use? It's the reason people pick the flamethrower over the shotgunner for close range combat.

Anyway I would appreciate if someone could expand on my idea since I have no idea how to modify objects.ddb and can only run a 4 player anyway.

Edit: Abrams, the power of the burn would be symmetrical to the power of the heal. I'd say that was excellently balanced, and (without offence, because this applies to me too) you can't speak about balance in this instance without actually trying the mod out yourself. Who is to say the secondary function wasn't intended to have a burn anyway?

Subject: Repair Gun alt fire

Posted by [Deathgod](#) on Fri, 16 Jul 2004 22:19:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

flyingfoxIf you were new or your skill was in the mid levels, wouldn't you want something that was easy to use? It's the reason people pick the flamethrower over the shotgunner for close range combat.

I thought that was stupidity... the shotgun is so much better it's not even funny.

Subject: Repair Gun alt fire

Posted by [YSLMuffins](#) on Sat, 17 Jul 2004 02:23:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

What will we laugh at though then when newbies try to 'blue beam rush' the enemy?

Subject: Repair Gun alt fire

Posted by [flyingfox](#) on Sat, 17 Jul 2004 09:55:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

It's not impossible to have an auto announce telling you "Engineers now have the ability to attack by right clicking their repair gun. This does NOT damage buildings."

Subject: Repair Gun alt fire

Posted by [Founder of YASA](#) on Sun, 18 Jul 2004 06:44:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

It throws the game into complete unbalance considering Hotwire/Tech now have far better chance of blowing up a building. Plus Tech/Hotwire become carrying an unlimited ammo Volt Auto Rifle. It just a really dumb idea to massively improve Tech/Hotwire and Engineer to killing machines

Subject: Repair Gun alt fire

Posted by [flyingfox](#) on Sun, 18 Jul 2004 08:45:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

Please read the replies. The damage would be symmetrical to the repair power, just like it is in the Golden God Mod. Hotwire does not heal at the rate a volt gun kills someone. And I've also already said the damage properties on buildings would be removed. It would be a nice addition and it is a good idea.

Subject: Repair Gun alt fire

Posted by [Majiin Vegeta](#) on Sun, 18 Jul 2004 10:08:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

Javacx1 fail to see the point of having an alternate firing mode for the repair-gun when the pistol already is a powerhouse in a small package. I don't think many people appreciate how dangerous the pistol actually is.

^

no need to unbalance the game becuse people cant aim with a pistol

Subject: Repair Gun alt fire
Posted by [flyingfox](#) on Sun, 18 Jul 2004 11:11:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Repair Gun alt fire
Posted by [jd422032101](#) on Mon, 19 Jul 2004 04:30:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

:)

Subject: Repair Gun alt fire
Posted by [z310](#) on Tue, 20 Jul 2004 21:36:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

I like the idea and think the gun should only have an effect on people, and pistols shouldnt have unlimited ammo just alot

Subject: Repair Gun alt fire
Posted by [Founder of YASA](#) on Fri, 23 Jul 2004 15:41:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

flyingfoxThe damage would be symmetrical to the repair power, just like it is in the Golden God Mod. Hotwire does not heal at the rate a volt gun kills someone. And I've also already said the damage properties on buildings would be removed. It would be a nice addition and it is a good idea.

Go and test it on a tank. I did it before and hotwire repair the same speed as Mendoza hitting a MRLS and hot wire eventually out repaired because no reload involved.

Subject: Repair Gun alt fire
Posted by [havocide3](#) on Mon, 26 Jul 2004 21:41:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

I just tested it. Yasa is right.

Subject: Repair Gun alt fire
Posted by [flyingfox](#) on Tue, 27 Jul 2004 00:29:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

I said "kills someone"; that doesn't apply to vehicles and is beyond the point anyway. You said

Quote:Tech/Hotwire become carrying an unlimited ammo Volt Auto Rifle

which isn't the case, because the power on the repair module doesn't equal the power of the volt auto rifle on skin_flesh. If it did, hotwire would be repairing soldiers at the rate a volt gun could kill them.

Against vehicles? She has to be close to do anything (as far as the beam reaches), whereas the volt auto rifle has much more range.

In any case this debate is absolutely pointless because I was only asking whether or not modified objects.ddb could be used server-side and have changes working on clients with the standard objects.ddb.

Subject: Repair Gun alt fire

Posted by [frijud](#) on Tue, 27 Jul 2004 18:37:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

Majiin VegetaJavaxcxl fail to see the point of having an alternate firing mode for the repair-gun when the pistol already is a powerhouse in a small package. I don't think many people appreciate how dangerous the pistol actually is.

^

no need to unbalance the game becuse people cant aim with a pistol

This is kinda funny because I am one of the people that can't aim with a pistol (or a ramjet, shotgun, etc). The one thing I can aim with is the "blue beam of death" because buildings don't move!!!

Note to self...Find a way to uninstall Gizbotvas' misbot

Subject: Repair Gun alt fire

Posted by [Rex](#) on Tue, 31 Aug 2004 18:55:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

I have an other idea....

Sometimes when im a Eng and Im Repairing, I want to let my C4 explode, but I cant, cos i have to switch back to the "c4-gun".

Isnt it possible to let it explode with a right click (while having the repair gun?)

Subject: Repair Gun alt fire
Posted by [WNxCABAL](#) on Thu, 02 Sep 2004 11:32:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

that sounds like a great idea!

Subject: Repair Gun alt fire
Posted by [Aircraftkiller](#) on Thu, 02 Sep 2004 19:23:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

It might be possible but it would unbalance the game a few hundred more times than it already is.

Subject: Repair Gun alt fire
Posted by [Rex](#) on Fri, 03 Sep 2004 07:43:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think ACK is right.

Just after I uploaded my idea, I also thought the same.... Oh well...
