Subject: Transport Helis
Posted by Nightma12 on Fri, 11 Feb 2005 10:11:53 GMT
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something needs to be done about them

perhaps decrease the price to 500?

how many games do you see somebody use a trans heli in

Subject: Transport Helis
Posted by Blazer on Fri, 11 Feb 2005 11:41:45 GMT
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They suck anyway...not enough armor, *every* time I get into one flown by some n00b he flies as high as possible, and doesnt drop down when he starts to take damage. End result is every time the flying coffin blows high in the air and we all fall to our deaths

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Subject: Transport Helis
Posted by Spoony_old on Fri, 11 Feb 2005 11:48:01 GMT
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I just go into a public server, buy one, get some players to buy $1000 and beacons and jump on board, fly directly over my own base and say "AFK".

I can't think of a better way to spend 700 credits.

Subject: Transport Helis
Posted by zunnie on Fri, 11 Feb 2005 11:54:47 GMT
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BlazerThey suck anyway...not enough armor, *every* time I get into one flown by some n00b he flies as high as possible, and doesnt drop down when he starts to take damage. End result is every time the flying coffin blows high in the air and we all fall to our deaths

lmfao hehe

On FanMaps servers the chinooks have 'medium tank' type armor, will take a few more ramjets to take it down
Not a big change but it does make it a more usefull vehicle..

Subject: Transport Helis
Posted by Nightma12 on Fri, 11 Feb 2005 12:38:47 GMT
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perhaps making them worth the money in CP2?

Subject: Transport Helis
Posted by mac on Fri, 11 Feb 2005 12:55:53 GMT
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No Core Patch will have balance changes, because that locks out players with no CP.

The only thing that is possible are changed maps, that makes it available for everyone.

Subject: Transport Helis
Posted by WNxCABAL on Fri, 11 Feb 2005 13:06:26 GMT
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I think I have said this before, but why not modify the WW maps with the E3 vehicles and add stuff
that should be changed to counter the balance (i.e n00bjet, trans heli, etc.)
Then name them something like C&C_BHS_Walls_Flying.mix

Subject: Transport Helis
Posted by danpaul88 on Fri, 11 Feb 2005 13:34:04 GMT
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yeah, but tht would also lock out non cp users, as they would not have the modified maps

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Subject: Transport Helis
Posted by WNxCABAL on Fri, 11 Feb 2005 15:38:13 GMT
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better reason to download

Subject: Transport Helis
Posted by ghostSWT on Fri, 11 Feb 2005 15:47:46 GMT
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macNo Core Patch will have balance changes, because that locks out players with no CP.

can't you do it with serverside scripts?

Subject: Transport Helis
Posted by WNxCABAL on Fri, 11 Feb 2005 15:54:50 GMT
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ghostSWTmacNo Core Patch will have balance changes, because that locks out players with no CP.

can't you do it with serverside scripts?

It can change the amount, but probably not the text

Subject: Transport Helis
Posted by ghostSWT on Fri, 11 Feb 2005 17:14:57 GMT
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_TFWxANDY_It can change the amount, but probably not the text
that is true, the ammount is easely done threw bjects.ddb but i was thinking about more armor, less damege fron snipers.....that kind of stuff.

Subject: Transport Helis
Posted by flyingfox on Fri, 11 Feb 2005 19:32:12 GMT
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Without snipers they wouldn't be too bad. the problem is how easily they are hit whilst being slow on maneuver and no ability to strafe away from the fire. the ctrl + direction strafe is a joke, it doesn't help you at all.
there's also the issue that no good players buy them so whenever somebody does, it's usually a n00b who doesn't understand basic survival techniques and does the classic 'fly high in the air and get shot at' thing.
i don't think giving them weapons would help because they can only shoot from the sides and in one direction with no aiming.

Subject: Transport Helis
Posted by IRON FART on Sat, 12 Feb 2005 02:10:41 GMT
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Increase price 100-400 and change the armor type so that they don't get owned by a sniper. They have no weapons after all. Wouldn't it make sense for them to have better armor?

Subject: Transport Helis
Posted by Spoony_old on Sat, 12 Feb 2005 09:19:40 GMT
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It'd make sense to carry 5 passengers instead of 3.... you know, like in every single C&C game I can think of?

other than generals

Subject: Transport Helis
Posted by Wyld1USA on Sun, 13 Feb 2005 07:38:29 GMT
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Quote:something needs to be done about them

perhaps decrease the price to 500?

You could make them $1 and they still wouldn't be worth buying LMAO.

So your the one who buys them. "giggle"

I think there was a different thread about their worthlessness. To each his own. (or get owned = in a transport)

I love watching all those guys fall from the sky after my apc or chopper gets done with it.

Subject: Transport Helis
Posted by nastym4n on Mon, 14 Feb 2005 01:55:37 GMT
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macNo Core Patch will have balance changes, because that locks out players with no CP.

The only thing that is possible are changed maps, that makes it available for everyone.

exactly.

So surely (if someone can be arsed) the best plan would be to rework the WW maps and work them into later patch releases.
ala _TFWxANDY_C&C_BHS_Walls_Flying.mix

Since its automated you could probably even make a core patch containing just maps.
Then it is down to server hosts which version of the map they use - exactly as it is now.

it takes about 10 minutes to sit down with LE and re-work an original WW map so the helis are stronger etc.

(I was starting to go that way with the last map i ever made - C&C Outpost.)
The map demonstrates what can be achieved fairly easily in all aspects of the game,
 and I consider it a forerunner to the much better server-side mods we see now. i wud wudnt I?)

Subject: Transport Helis
Posted by zunnie on Mon, 14 Feb 2005 11:49:01 GMT
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nastym4nRenguard_Setup.exe = setup program for Renguard anti-cheat for Renegade. Its gay.

...

Subject: Transport Helis
Posted by Nightma12 on Mon, 14 Feb 2005 12:14:12 GMT
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?

Subject: Transport Helis
Posted by nastym4n on Mon, 14 Feb 2005 15:52:37 GMT
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lol? wtf!

zunnieI do my research a little to well for NastyM4n. I am his Idol.

...

Subject: Transport Helis
Posted by zunnie on Mon, 14 Feb 2005 19:04:17 GMT
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NastyM4n - Ren Essentials_01.zip

http://www.fanmaps.net/zunnie/renegade/README.RTF

Subject: Transport Helis
Posted by nastym4n on Mon, 14 Feb 2005 19:58:39 GMT
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ROFL!!

i didnt think there was a single person alive that read READMEs!!!
you get a star!!

http://www.renegadeforums.com/viewtopic.php?t=13786

my real feelings RE renguard. Since someone has actually noticed what Ive written i suppose ill have to change the readme.

Your far to much on the ball for me Zunnie,
remind me never to make an enemy of you.

Subject: Transport Helis
Posted by zunnie on Mon, 14 Feb 2005 20:12:18 GMT
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lol

Subject: Transport Helis
Posted by Chronojam on Mon, 14 Feb 2005 23:55:30 GMT
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Giving out clearscopes too? =O

Subject: Transport Helis
Posted by nastym4n on Tue, 15 Feb 2005 00:01:30 GMT
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great, you show one chink in your armor and every1 gets in there!!

http://www.renegadeforums.com/viewtopic.php?t=13769

if you run a server, and i join, and clearscope is against server rules tell me,
and ill take it off.

Subject: Transport Helis

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server side mods can be made to upgrade thier armor to tank armor, it would balance out.