
Subject: Disable list

Posted by [Jellybe4n](#) on Sun, 15 May 2005 16:08:36 GMT

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

When you disable say Havocs or Sakuras, you buy that character it takes the money then you die, this is good as I would like to disable them on some maps in the rotation but not all.

However, the constant moaning that would go on because people lost 1000 creds wouldnt make it worth while doing. Is there a way to disable them totally on some maps, or have the server tell you that you cant purchase that character, and not take the 1000 creds.

If so could you please post some instructions on how to do it.

Subject: Disable list

Posted by [Cat998](#) on Sun, 15 May 2005 16:15:30 GMT

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

--> objects.ddb

Subject: Disable list

Posted by [reborn](#) on Sun, 15 May 2005 18:34:18 GMT

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

dancer I can do this for you, however it would have to be for all maps...

Let me know if you want it and I'll send it later on tonight if you want...

Subject: Disable list

Posted by [Jellybe4n](#) on Sun, 15 May 2005 19:19:51 GMT

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

If you are willing to do that for me I would appreciate it, is it just able/disable that can be done, or can you modify the damage they do also ? if i could limit the damage done to vehicles that would be even better. If not I would take the option to disable them and give it a go.

Subject: Disable list

Posted by [reborn](#) on Sun, 15 May 2005 19:29:49 GMT

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

Yes I could also make the snipers do less damage to all, or specific vehichles.

I would be willing to do this for you and get it back to you for about 1.00 a.m G.M.T (as I am currently posting from work and don't finish for quite some time).

Is your server running ssaow or just a standard FDS install?

Subject: Disable list

Posted by [Jellybe4n](#) on Sun, 15 May 2005 19:42:09 GMT

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

I sent you a pm, basically I would like Havocs and Saks do the same damage to vehicles as 500's, and also if possible reduce the points they get for sniping the bigger tanks.

Subject: Disable list

Posted by [reborn](#) on Sun, 15 May 2005 20:35:13 GMT

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

No problem, i'll add your msn to my list when I get home and send it to you tonight

Not sure about reducing the points given by hitting tanks with a ramjet, it might be possible, I have never tried.

Subject: Disable list

Posted by [Jellybe4n](#) on Sun, 15 May 2005 20:40:26 GMT

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

Thanks chief, if the points thing is to much trouble or cant be done I'm not too bothered about that, it would just be a bonus.

Subject: Disable list

Posted by [flyingfox](#) on Sun, 15 May 2005 23:11:30 GMT

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

Now we need more people like dancer running servers and we might have a happier time online.

Subject: Disable list

Posted by [reborn](#) on Sun, 15 May 2005 23:15:36 GMT

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

Done and sent to him, and before time i might add

Subject: Disable list

Posted by [Jellybe4n](#) on Mon, 16 May 2005 01:39:41 GMT

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

Yep before time, 44 players using it right now

Thanks again for all your help.

Subject: Disable list

Posted by [Jellybe4n](#) on Mon, 16 May 2005 23:00:54 GMT

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

What reborn did for me(and I am very grateful) was to upgrade the armour level to medium on Arts, MRLS. Apcaches, Orcas, and Transport helis, so Ramjets, 500 snipers, shooters, shotguns dont harm them above vehicles like they did before.

So you can buy an MRL or an Orca and not lose it within 5 seconds of leaving base, however there are bad points, if Nod get 6 or 7 arts that are teched, GDI is screwed, any Med rushes get wasted, Pics get splashed to death, and if they lose the Barracks its gameover basically, theres nothing they can do. Apcaches and Orcas are now to hard to kill also, unles you have 5 Pics or Raves out on the bridge who manage to avoid being sniped, Apaches and Orcas are now to much, finding the right balance isnt easy to do.

So I am wondering if anyone knows if actually just turning down the damage level on a Ramjet is possible, just the damage that they do to vehicles. This was my original hope, and I think it would be great for gameplay.

Subject: Disable list

Posted by [Cat998](#) on Tue, 17 May 2005 14:41:58 GMT

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

Yes, its possible

Subject: Disable list

Posted by [reborn](#) on Tue, 17 May 2005 20:26:57 GMT

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

if you would like me too i could change the cost of the 1000 sniper to 500, reduce his health armor to that of a 500 sniper and give him the 500 sniper rifle, kinda defeats the point of having a 1000 sniper character but it would resolve the issues... I am not sure but you might have to have 100 credits to be able to buy it, but then it would only take 500 creds, i am not sure about this, but i think it would be the case.

Or if you prefer maybe make it 750 credits, keep the health and armor and change the weapon to 500 sniper rifle.

I do not know of a way however to change the bullets of the ramjet to be less effective against specific vehichles.

Subject: Disable list

Posted by [Jellybe4n](#) on Tue, 17 May 2005 21:44:34 GMT

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

Cat998Yes, its possible

Please explain how it can be done, simply saying "Yes, its possible" isnt any help at all, if I know the answer to a question someone asks, I will try to explain it as best I can.

Subject: Disable list

Posted by [Jellybe4n](#) on Tue, 17 May 2005 22:04:52 GMT

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

I very much like this idea Reborn.

"Or if you prefer maybe make it 750 credits, keep the health and armor and change the weapon to 500 sniper rifle. "

That would be a pretty cool way around it. Can you sort that for me whenever you get time

Subject: Disable list

Posted by [Jellybe4n](#) on Tue, 17 May 2005 23:35:47 GMT

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

We had a try ourselves at doing this, the Saks and Havocs spawned with 500 sniper rifles, but had ramjets as well, but you couldnt use the ramjet, it looks stupid and people would never stop asking about it.

We also tried setting the ammo count to 2 bullets per round, it worked for the first round you got 2 bullets, but the second round was 4, then it went back to 2 bullets per round, then 4 again, and so on.

Any ideas about any of the above 2 problems ?

Subject: Disable list

Posted by [Whitedragon](#) on Wed, 18 May 2005 01:20:33 GMT

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

Remove the havoc/sakura preset in objects.ddb and it shouldn't let you buy them.
