Subject: armor.ini in the always2.dat
Posted by Titan1x77 on Sun, 03 Jul 2005 16:28:42 GMT
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I compared the armor.ini in the always.dat with the one in the always2.dat and I found why the ramjet does so much damage to light vehicles.

Westwood somehow screwed up the settings for the Shrapnel warhead.

this is what it looks like in the always.dat

Quote:[Scale_CNCVehicleLight]
None=1.0000
Steel=0.2000
Steel_NoBuilding=0.2000
Shrapnel=0.1000
Explosive=0.3000
Explosive_NoBuilding=0.3000
Shell=0.5000
Shell_NoBuilding=0.5000
Flamethrower=0.3500
TiberiumRaw=0.0000
TiberiumBullet=0.6000
TiberiumShrapnel=0.2000
C4=2.0000
Laser=0.4000
Laser_NoBuilding=1.0000
Repair=1.0000
IonCannon=0.4000
Nuke=0.5000
Fire=1.0000
Chem=0.0500
Electric=1.0000
Visceroid=0.5000
Earth=0.5000
RegenHealth=1.0000
BlamoKiller=10000.0000
Death=10000.0000
Harmless=0.0000

[Scale_CNCVehicleMedium]
None=1.0000
Steel=0.2000
Steel_NoBuilding=0.2000
Shrapnel=0.1000
Explosive=0.3000
Explosive_NoBuilding=0.3000
Shell=0.5000

Shell_NoBuilding=0.5000
Flamethrower=0.3500
TiberiumRaw=0.0000
TiberiumBullet=0.6000
TiberiumShrapnel=0.2000
C4=2.0000
Laser=0.4000
Laser_NoBuilding=1.0000
Repair=1.0000
IonCannon=0.4000
Nuke=0.5000
Fire=1.0000
Chem=0.0500
Electric=1.0000
Visceroid=0.5000
Earth=0.5000
RegenHealth=1.0000
BlamoKiller=10000.0000
Death=10000.0000
Harmless=0.0000

[Scale_CNCVehicleHeavy]
None=1.0000
Steel=0.1500
Steel_NoBuilding=0.1500
Shrapnel=0.0250
Explosive=0.3000
Explosive_NoBuilding=0.3000
Shell=0.5000
Shell_NoBuilding=0.5000
Flamethrower=0.1750
TiberiumRaw=0.0000
TiberiumBullet=0.3000
TiberiumShrapnel=0.1000
C4=2.0000
Laser=0.4000
Laser_NoBuilding=1.0000
Repair=1.0000
IonCannon=0.4000
Nuke=0.5000
Fire=1.0000
Chem=0.0500
Electric=1.0000
Visceroid=0.5000
Earth=0.5000
RegenHealth=1.0000
BlamoKiller=10000.0000
Death=10000.0000

Harmless=0.0000

and this is in the always2.dat

Quote:[Scale_CNCVehicleLight]
None=1.0000
Steel=0.2000
Steel_NoBuilding=0.5000
Shrapnel=0.3000
Explosive=0.3000
Explosive_NoBuilding=0.3000
Shell=0.5000
Shell_NoBuilding=0.5000
Flamethrower=0.3500
TiberiumRaw=0.0000
TiberiumBullet=0.6000
TiberiumShrapnel=0.2000
C4=2.0000
Laser=0.4000
Laser_NoBuilding=1.0000
Repair=1.0000
IonCannon=0.4000
Nuke=0.5000
Fire=1.0000
Chem=0.0500
Electric=1.0000
Visceroid=0.5000
Earth=0.5000
RegenHealth=1.0000
BlamoKiller=10000.0000
Death=10000.0000
Harmless=0.0000
CNC_Flamethrower=0.3500
CNC_Chem=0.6000

[Scale_CNCVehicleMedium]
None=1.0000
Steel=0.2000
Steel_NoBuilding=0.2000
Shrapnel=0.1000
Explosive=0.3000
Explosive_NoBuilding=0.3000
Shell=0.5000
Shell_NoBuilding=0.5000
Flamethrower=0.3500
TiberiumRaw=0.0000
TiberiumBullet=0.6000
TiberiumShrapnel=0.2000

C4=2.0000
Laser=0.4000
Laser_NoBuilding=1.0000
Repair=1.0000
IonCannon=0.4000
Nuke=0.5000
Fire=1.0000
Chem=0.0500
Electric=1.0000
Visceroid=0.5000
Earth=0.5000
RegenHealth=1.0000
BlamoKiller=10000.0000
Death=10000.0000
Harmless=0.0000
CNC_Flamethrower=0.3500
CNC_Chem=0.6000

[Scale_CNCVehicleHeavy]
None=1.0000
Steel=0.1500
Steel_NoBuilding=0.1500
Shrapnel=0.0250
Explosive=0.3000
Explosive_NoBuilding=0.3000
Shell=0.5000
Shell_NoBuilding=0.5000
Flamethrower=0.1750
TiberiumRaw=0.0000
TiberiumBullet=0.3000
TiberiumShrapnel=0.1000
C4=2.0000
Laser=0.4000
Laser_NoBuilding=1.0000
Repair=1.0000
IonCannon=0.4000
Nuke=0.5000
Fire=1.0000
Chem=0.0500
Electric=1.0000
Visceroid=0.5000
Earth=0.5000
RegenHealth=1.0000
BlamoKiller=10000.0000
Death=10000.0000
Harmless=0.0000
CNC_Flamethrower=0.1750
CNC_Chem=0.3000

they ended up making it 3x stronger against light armor!! Not only that but it's more powerful then steel(which is used for rockets)...if this was to be fixed back to how it originally was im sure we wouldnt have as many people crying about the ramjet.

can an update to the armor.ini be included in the CP2?

Or would this cause a mismatch between the server and client if the client didnt have CP2?

Subject: Re: armor.ini in the always2.dat
Posted by =HT=T-Bird on Sun, 03 Jul 2005 19:57:40 GMT
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Some Typo...   Could this be fixed?

Subject: Re: armor.ini in the always2.dat
Posted by trunkskgb on Mon, 04 Jul 2005 03:53:54 GMT
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Titan1x77 wrote on Sun, 03 July 2005 12:28
Or would this cause a mismatch between the server and client if the client didnt have CP2?

That's how it should be anyway...

Subject: Re: armor.ini in the always2.dat
Posted by Aircraftkiller on Mon, 04 Jul 2005 07:49:51 GMT
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That was not an error, it was designed that way and gives the game horrible balance. The reason always2.dat exists is for fast patching instead of adding and updating files inside of a massive database like always.dat, so armor.ini was upgraded in always2 for that exact reason.

Subject: Re: armor.ini in the always2.dat
Posted by Titan1x77 on Mon, 04 Jul 2005 11:37:23 GMT
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Well this is suppose to be why BHS came into the picture....to update a game that was no longer supported....and Im sure after years of gameplay with these horrible settings Westwood would of atleast changed the armor.ini again.

And as I recall BHS used the always2.dat to update some ION and nuke announcments for the

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last CP.

Is BHS discussing this or is this being thrown out of consideration?

Subject: Re: armor.ini in the always2.dat
Posted by mac on Mon, 04 Jul 2005 12:17:41 GMT
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The rule has been that we try not to do any balance changes, since there is much controversy about it.

Maybe we can do a poll about that, though.

Subject: Re: armor.ini in the always2.dat
Posted by Renx on Mon, 04 Jul 2005 19:50:42 GMT
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It could be changed, but wouldn't it just end up kind of like the Stealth crate? i.e. people with CP2 do less damage to light armor with the n00bjet, people without do more damage, etc...

Subject: Re: armor.ini in the always2.dat
Posted by Titan1x77 on Mon, 04 Jul 2005 20:29:56 GMT
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all depends if this is read by the server side??...it is only a setting for damage, so it might be only server side.

Subject: Re: armor.ini in the always2.dat
Posted by Renx on Mon, 04 Jul 2005 20:31:59 GMT
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Damage is client side. You could simply change this yourself now, but then RenGuard would think you were cheating.

Subject: Re: armor.ini in the always2.dat
Posted by trunkskgb on Tue, 05 Jul 2005 00:56:52 GMT
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trunkskgb wrote on Sun, 03 July 2005 23:53Titan1x77 wrote on Sun, 03 July 2005 12:28
Or would this cause a mismatch between the server and client if the client didnt have CP2?

That's how it should be anyway...

I cannot stress this enough.

If we need to have a poll as mac said, ok...that would be a little bit easier for everyone. Point being, if you didn't download the latest patch from BHS...you cannot play on that server.

I mean really, what can BHS do if we cannot change things like that?

No offense to BHS, they're doing a wonderful job, but we if keep on going like this, we're only half-assing it.

Subject: Re: armor.ini in the always2.dat
Posted by mac on Tue, 05 Jul 2005 06:20:03 GMT
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Find out, if this is a server side setting, and players without that setting can join that server. We are not going to create a version that is incompatible with the standard 1.037 version.

That's the condition.. but I suspect it's part of the files that cannot be changed or it will cause the version mismatch.

Another way is to do it in specific maps, but we are limited to the new maps included in CP1 then.

Subject: Re: armor.ini in the always2.dat
Posted by Whitedragon on Tue, 05 Jul 2005 07:08:38 GMT
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You could give flying vehicles the medium armor type, you can change the armor type of vehicles server side using the set_shield_type command, however this only effects its armor and not its health. You MIGHT be able to change both the health and armor type in objects.ddb, though.

Subject: Re: armor.ini in the always2.dat
Posted by Titan1x77 on Tue, 05 Jul 2005 09:25:29 GMT
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Good idea...but the only problem I see with this is that it will take more shots from the AGT to kill a medium sheild unit (Steel_NoBuilding=0.2000) compared to what a light vehicle currently has (Steel_NoBuilding=0.5000)....which pretty much rips right thru buggy's,apaches,and mobile

artillery's....which is a huge difference.

Also I think a setting of 0.2000 is better off for shrapnel, ACK tried medium sttings and 0.1000 really isn't enough.

Also map specific is out of the question for armor.ini changes, even if you export a .mix or .pkg with it's own .ini file in it it wont read it from there instead it's read from the .dat file.

For some reason this file cannot be replaced by a file in the data folder, which leads me to ask, why couldnt this be the way with .w3d's??

It would solve the problem with .w3d cheats. Maybe you guys could look into why .ini files are strictly read from the .dat and apply this to .ddb and .w3d files.

Subject: Re: armor.ini in the always2.dat
Posted by Renx on Tue, 05 Jul 2005 19:23:10 GMT
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mac wrote on Tue, 05 July 2005 02:20Find out, if this is a server side setting, and players without that setting can join that server. We are not going to create a version that is incompatible with the standard 1.037 version.

You can't change anything in bones.ini/armor.ini/etc, because the settings are all client side. It won't cause a version mismatch, the problem will be that people with CP2 would do less damage to aircrafts where as people without CP2 would still do normal damage. If that was to happen a large majority of people probably just wouldn't download CP2.

What WD suggested will work fine, some servers have already changed it in that way. The only thing there is it's changing the entire armor type, not just the amount of damage one type of projectile does to it.

Subject: Re: armor.ini in the always2.dat
Posted by =HT=T-Bird on Tue, 05 Jul 2005 22:21:51 GMT
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Anti-Aircraft Hint: Couldn't you just substitute a PIC/Rav for the Havoc/Sakura?

Subject: Re: armor.ini in the always2.dat
Posted by matty3k10 on Thu, 07 Jul 2005 17:44:38 GMT
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Or you could use Weapon_RamjetRifle_Player aka "1 shot Ram Jet" It uses Steel as its warhead so it dosnt damage Light armor vehicles as much. The only problem is you cant make the clip size

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bigger than 1 (atleast I cant) but if you could then it would work or perfectly.

Oh and for the medium armor type I set that to the transport heli in the Xphaze servers and it still gets wasted by the AGT rather fast and it takes like 20 or 40 damage from 1 ram jet shot.

Subject: Re: armor.ini in the always2.dat
Posted by trunkskgb on Sat, 09 Jul 2005 03:53:49 GMT
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mac wrote on Tue, 05 July 2005 02:20We are not going to create a version that is incompatible with the standard 1.037 version.

Then what good can BHS do?

You're basically saying, we won't fix Renegade, but we can make it look nice.

This is like sweeping shit under the rug instead of doing it the right way.

I like Rene and what BHS has done so far. When I heard of when they 1st came out and what they planned to do, I had faith that Renegade could actually be patched into a smooth game. Not too much motivation now that I see where things are heading.

Subject: Re: armor.ini in the always2.dat
Posted by Whitedragon on Sat, 09 Jul 2005 04:48:44 GMT
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Anything that requires the client to download something to play on that server will fail horribly.