Subject: Problem with Flamer crate
Posted by Caveman on Thu, 01 Dec 2005 11:48:49 GMT
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I dont know if it's my server or its meant to be but when you get a flamer from the crate and its only got 300/300 my flamer got 0wnd within 5 secs from a BUGGY.. It was like 20hp per bullet it shot.. took 3 hits from a arty to destory it.

300/300 is the same as a light and a arty cant destory a light in 3 hits :\

Subject: Re: Problem with Flamer crate
Posted by =HT=T-Bird on Thu, 01 Dec 2005 13:11:38 GMT
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caveman wrote on Thu, 01 December 2005 05:48I dont know if it's my server or its meant to be but when you get a flamer from the crate and its only got 300/300 my flamer got 0wnd within 5 secs from a BUGGY.. It was like 20hp per bullet it shot.. took 3 hits from a arty to destory it.

300/300 is the same as a light and a arty cant destory a light in 3 hits :\

I know what happened: the crate gave you the flame tank from SP. D'oh!

Subject: Re: Problem with Flamer crate
Posted by Caveman on Fri, 02 Dec 2005 13:25:34 GMT
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=HT=T-Bird wrote on Thu, 01 December 2005 07:11caveman wrote on Thu, 01 December 2005 05:48I dont know if it's my server or its meant to be but when you get a flamer from the crate and its only got 300/300 my flamer got 0wnd within 5 secs from a BUGGY.. It was like 20hp per bullet it shot.. took 3 hits from a arty to destory it.

300/300 is the same as a light and a arty cant destory a light in 3 hits :\

I know what happened: the crate gave you the flame tank from SP. D'oh!

Huh? in english?

Subject: Re: Problem with Flamer crate
Posted by Goztow on Fri, 02 Dec 2005 14:03:25 GMT
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There are 2 flame tanks in renegade: one from single player and one from multiplayer. There is a bug in that crate so it always gives the single player one which is less strong. It cannot be solved.

Subject: Re: Problem with Flamer crate
Posted by dead6re on Fri, 02 Dec 2005 15:28:39 GMT
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I bet it can be solved. What happened to Set_Max_Sheild_Strength AND Set_Max_Health?

Subject: Re: Problem with Flamer crate
Posted by Ma1kel on Fri, 02 Dec 2005 16:38:00 GMT
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Just wait for SSAOW 1.4, which will come out soon.

Subject: Re: Problem with Flamer crate
Posted by Caveman on Fri, 02 Dec 2005 20:34:13 GMT
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Ohhh SP = Single player my bad, thanks

Subject: Re: Problem with Flamer crate
Posted by danpaul88 on Thu, 08 Dec 2005 13:53:07 GMT
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dead6re wrote on Fri, 02 December 2005 15:28I bet it can be solved. What happened to Set_Max_Sheild_Strength AND Set_Max_Health?

yes, but its still got the weaker armour type, which causes it to take 20 damage per shot from buggy etc.

I think that to fix this the SSAOW simply needs to have the preset name its looking for changed from the SP preset (Nod_Flame_Tank) to the MP version (CnC_Nod_Flame_Tank)

EDIT: it must be using Nod_Flame_Tank_Player actually, because Nod_Flame_Tank has no transitions. Either way it needs changing to CnC_Nod_Flame_Tank

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