Subject: Building + Flame Tank = Trouble
Posted by Genesis on Fri, 04 May 2007 01:19:49 GMT
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I'm having a hard time dealing with an anomaly with my new structure. I can place it into my maps, give it the correct name and even damage it perfectly fine with conventional weapons. Unfortunately, bad things happen when you attack the structure with a flame based weapon.

For some reason its extremely flammable and burns like paper. A flamethrower infantry would have little trouble burning it to the ground in a matter of minutes, which is more than a little disturbing given its high defense.

Building has CNCStructureHeavy as both its skin and "shield" type. It has 1000 hit points on the skin. Does anyone know what might be the cause of this problem?

Edit: My bad for not checking the search results more thoroughly. Problem has now been remedied.

Subject: Re: Building + Flame Tank = Trouble
Posted by zunnie on Fri, 04 May 2007 02:22:38 GMT
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Extract armor.ini from always.dat and place it in leveledit\moddir\always\ini

Load your map, save it again and then see if it still happens.
Im not entirely sure but i think i read a while ago it had to do
with westwood forgetting to update the armor.ini file for leveledit.

Could also be another ini file, ammotypes or whatever.. not sure anymore :S

Subject: Re: Building + Flame Tank = Trouble
Posted by Zion on Fri, 04 May 2007 23:31:07 GMT
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Try the fidelling with the building skins too, that may help.

Subject: Re: Building + Flame Tank = Trouble
Posted by YSLMuffins on Sat, 05 May 2007 19:40:04 GMT
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By default, I believe structures only had "health"--no "shield" health. Otherwise they'd give off insane amounts of points.