Subject: Armour levels
Posted by Jellybe4n on Wed, 25 Jul 2007 08:32:57 GMT
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Say I wanted to up the armour level on a vehicle by 50, is it possible to get the health bar (whatever it's called) to show that increase client side, without them needing to download anything. I know the increase can be done server side through an objects file, it's just the health bar that doesn't show the new value client side.

Any ideas?

Subject: Re: Armour levels
Posted by _SSnipe_ on Wed, 25 Jul 2007 09:03:03 GMT
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wait...........u mean just increase the armor and thats it? or am i missing somthing

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Subject: Re: Armour levels
Posted by Jellybe4n on Wed, 25 Jul 2007 09:07:07 GMT
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I know how to increase it, I want to know if there's a way to get it to show client side without the need to download a modified map.

Subject: Re: Armour levels
Posted by reborn on Wed, 25 Jul 2007 09:26:07 GMT
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I don't think there is, however you could use a stronger type of armor; that way it would show the correct health bar, but just take a little longer to deminish.

Subject: Re: Armour levels
Posted by Jellybe4n on Wed, 25 Jul 2007 09:27:44 GMT
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That's what I'm doing currently, it's just a little stronger than I'd like, but it's still alot better than standard.

Subject: Re: Armour levels
Posted by reborn on Wed, 25 Jul 2007 09:34:46 GMT

To get it exactly how you want it would be a little tricky, but possible.
You could attach a script to the player so that when there total health and armor is at one third (or whatever balance you feel is right) of there total possible max health/armor then it changes there armor type to a slightly stonger one.
This would mean taking there health down for there last bit of life is slightly harder, but as an over-all average would give you the result you want.

That is unless someone knows how to change the health bar as you was suggesting without a client download. But I am not aware if this is actually possible.

Subject: Re: Armour levels
Posted by zunnie on Wed, 25 Jul 2007 14:45:31 GMT

Could try a damage multiplier like M00_Damage_Modifier_DME
and set multiplier to 0.80 which basically = 80% damage
Not sure if this will work but you can try i suppose..

Subject: Re: Armour levels
Posted by AoBfrost on Wed, 25 Jul 2007 17:44:41 GMT

CLient side? Wouldnt that just mean only you see it? I think you mean serverside where it effects all players, I'm not sure, but i think you can edit the armor of vehicles in level edit.

Subject: Re: Armour levels
Posted by Jellybe4n on Thu, 26 Jul 2007 07:34:56 GMT

AoBfrost wrote on Wed, 25 July 2007 13:44CLient side? Wouldnt that just mean only you see it? I think you mean serverside where it effects all players, I'm not sure, but i think you can edit the armor of vehicles in level edit.

No, I can make the changes server side quite easily. The health bar however doesn't show the increase. So the first few shots make it look like no damages is being done, until it gets below what was the standard level.

Subject: Re: Armour levels
Posted by _SSnipe_ on Thu, 26 Jul 2007 07:48:22 GMT

wait u mean if u get like a tank with lets say 300 armor but u increase it to 600 every time u shoot it the heath wont go down on bar until it passes the 300 mark>?

from what i know there 3 answers

1)dont change health
2)live with it (stupid can we say glicth)
3)maybe raise armor type instead?