
Subject: Cluster Munitions, is it possible?
Posted by [Anonymous](#) on Tue, 18 Feb 2003 18:19:00 GMT
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I am wondering if it is possible to have a weapon that fires as one shell from the barrel, but breaks up into fragments/bomblets after it is fired? It would be fired in a ballistic path(thing grenade launcher) and release a cluster of small shells, at the peak of its arc, that spread out and do damage to a larger area. It would be an interesting, if a bit novel, weapon. I was thinking of using this on the ssm launcher(if a mod can be made of it, giving it an actual turret). [February 18, 2003, 18:20: Message edited by: Jakalth]

Subject: Cluster Munitions, is it possible?
Posted by [Anonymous](#) on Tue, 18 Feb 2003 18:47:00 GMT
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yes thats right... the staff at nova have decided that we are quitting renegade and moving onto generals...why you ask???Renegade is dieing and generlas is gonna kill renegade after the moding tools are released.What can I do?well you guys can help us outwe need alot of help because most of our staff have moved onto generals. 1 quarter of the staff is still modding renegade. we need alot of help.What do you mean by last chance???what i mean by that is, we had a public vote on our offical site and most of the people voted that nova should keep on modding renegade. so if we dont get help with in 1-2 weeks, we will quit modding renegade. unless enough people can help us out.new staff requirments...1-2 bonners1-2 mappers1-2 character modelers1-2 skimmers1-2 weapon bonnersand all the help we can getplease contact: Bryan (greenhazel) or myself (Havoc 89) if you wish to help.Bryan's e-mail= bryan_420_2003@hotmail.comMy e-mail= nlcrono@hotmail.comThanks to all the ppl that can help out!!! [February 23, 2003, 08:37: Message edited by: Havoc 89]

Subject: Cluster Munitions, is it possible?
Posted by [Anonymous](#) on Tue, 18 Feb 2003 18:51:00 GMT
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I'll do some skinning if you need help, Pm me.

Subject: Cluster Munitions, is it possible?
Posted by [Anonymous](#) on Tue, 18 Feb 2003 19:19:00 GMT
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Let it die. If your team cannot remain dedicated to the game, then just let it die.

Subject: Cluster Munitions, is it possible?
Posted by [Anonymous](#) on Tue, 18 Feb 2003 19:39:00 GMT

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IMO EA needs to get a new UI for their Generals Online menu... and some more servers... I dont even know why im talking about this here... but Nova should be good on Generals I would have liked to see it in Renegade when it was Renegades time but... Generals is here and like ACK said if people dont have that much interest in it... get it on its knees and shoot it in the back of the head... sorry... im ranting again

Subject: Cluster Munitions, is it possable?
Posted by [Anonymous](#) on Tue, 18 Feb 2003 19:39:00 GMT
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Alright, you got it. You obviously know what is best for the community.....

Subject: Cluster Munitions, is it possable?
Posted by [Anonymous](#) on Tue, 18 Feb 2003 19:41:00 GMT
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quote:Originally posted by Godhates:IMO EA needs to get a new UI for their Generals Online menu... and some more servers... I dont even know why im talking about this here... but Nova should be good on Generals I would have liked to see it in Renegade when it was Renegades time but... Generals is here and like ACK said if people dont have that much interest in it... get it on its knees and shoot it in the back of the head... sorry... im ranting again If "we" didn't have much interest in it, Havoc wouldn't of posted here. Obviously some of "nova" staff still cares.

Subject: Cluster Munitions, is it possable?
Posted by [Anonymous](#) on Tue, 18 Feb 2003 19:42:00 GMT
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nova renegade started out late in renegade time, so it didnt had that much time to be modded.

Subject: Cluster Munitions, is it possable?
Posted by [Anonymous](#) on Tue, 18 Feb 2003 19:44:00 GMT
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quote:Originally posted by Havoc 89:nova renegade started out late in renegade time, so it didnt had that much time to be modded.Is there a generals page somewhere that tells all the deteails and idn't in flash? I have flash but I hate it.

Subject: Cluster Munitions, is it possable?

Posted by [Anonymous](#) on Tue, 18 Feb 2003 19:47:00 GMT

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quote:Originally posted by dead4ayear2: quote:Originally posted by Havoc 89:nova renegade started out late in renegade time, so it didnt had that much time to be modded.Is there a generals page somewhere that tells all the deteails and idn't in flash? I have flash but I hate it.....?

Subject: Cluster Munitions, is it possable?

Posted by [Anonymous](#) on Tue, 18 Feb 2003 20:10:00 GMT

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yeah, your right... an RTS modding community killing an FPS community... has nothing to do with thatjust too many quitters around here lately for my taste.

Subject: Cluster Munitions, is it possable?

Posted by [Anonymous](#) on Tue, 18 Feb 2003 20:25:00 GMT

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quote:Originally posted by greenhaze2003: quote:Originally posted by dead4ayear2: quote:Originally posted by Havoc 89:nova renegade started out late in renegade time, so it didnt had that much time to be modded.Is there a generals page somewhere that tells all the deteails and idn't in flash? I have flash but I hate it.....?Erm... I didn't mean to quote havoc. But I might buy generals. I need to know a little more about it rather than its 3d and overhead.

Subject: Cluster Munitions, is it possable?

Posted by [Anonymous](#) on Wed, 19 Feb 2003 03:54:00 GMT

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quote: just too many quitters around here lately for my taste. Too many people quitting and not enough other people to replace them.about existence, we'll eventually release something, basically whatever we have finished, assuming the whole thing is never finished.

Subject: Cluster Munitions, is it possable?

Posted by [Anonymous](#) on Wed, 19 Feb 2003 04:45:00 GMT

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what ppl do u need?

Subject: Cluster Munitions, is it possable?

Posted by [Anonymous](#) on Wed, 19 Feb 2003 08:41:00 GMT

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quote:Originally posted by -=[RVH]=- 3D4Free:what ppl do u need?new staff requirments...1-2 bonners1-2 mappers1-2 character modelers1-2 skimmers1-2 weapon bonnersand all the help we can get

Subject: Cluster Munitions, is it possable?
Posted by [Anonymous](#) on Wed, 19 Feb 2003 09:39:00 GMT
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The question is, who exactly is in charge of the mod and how many people are working on it.

Subject: Cluster Munitions, is it possable?
Posted by [Anonymous](#) on Wed, 19 Feb 2003 09:42:00 GMT
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I beleive so, but it wouldnt be exactly cluster munitions. But one that looks like it splits.

Subject: Cluster Munitions, is it possable?
Posted by [Anonymous](#) on Wed, 19 Feb 2003 11:20:00 GMT
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ok, first step, temp an Ammo setting that is closest to what you want1.
Munitions->Ammo->next, mod your new Temp preset, and click on the settings tab, you will want to check out these settings the most, and play with them to get the desired effect.SprayAngle=0.000 <-- angle that the "spray" surrounds, think of a cone from your muzzle with that width(yes, math sucks)SprayCount=1 <-- amount of "clusters" that you would wantSprayBulletCost=1 <-- how many rounds are deducted from the player/vehicles ammo clipa good setting for a "cluster" might beSprayAngle=6.000SprayCount=8SprayBulletCost=1the above will create a "shotgun" like effect with your desired ammo.play with the settings, just don't give TOO many powerful warheads to a single shot, or you will severely over balance the weapon (god like weapon = spray of 45.000, Count = 50, bulletcost = 1 <-- that is like 50 rounds to what ever you are facing)hope that helps a bit, just a BRIEF explanation behind the science of ammo.

Subject: Cluster Munitions, is it possable?
Posted by [Anonymous](#) on Wed, 19 Feb 2003 11:33:00 GMT
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He wants something that will fire out as a single shell, kinda like the grenade launcher, but then bursts in the air into multiple shells that rain down. Sounds hard to do if possible at all.

Subject: Cluster Munitions, is it possible?
Posted by [Anonymous](#) on Wed, 19 Feb 2003 15:00:00 GMT
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quote:Originally posted by Sir Phoenixx:Can't you make a weapon fire a shell that fires a weapon with the spray settings?This would be awesome...I'm going to make my Light Orca Bomber drop cluster bombs as it's secondary dunno, give it a shot

Subject: Cluster Munitions, is it possible?
Posted by [Anonymous](#) on Wed, 19 Feb 2003 16:05:00 GMT
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i dont want mods that look good to die but i suck at renx

Subject: Cluster Munitions, is it possible?
Posted by [Anonymous](#) on Wed, 19 Feb 2003 16:21:00 GMT
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ill map

Subject: Cluster Munitions, is it possible?
Posted by [Anonymous](#) on Wed, 19 Feb 2003 18:11:00 GMT
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Thats the whole thing I am trying to figure out. A weapon that spawns a weapon. I haven't been modding for very long so I haven't learned that part yet. If a weapon can spawn another weapon, then I should be able to do this quite easily. But how is it done?That Orca bomber idea(with the cluster bombs), would probably be the best use for this idea.Ooh, does anyone know the model for the nuke missile? The one seen dropping from the sky when a nuke beacon goes off?btw: if you know how, but can't explain it very well, don't worry, I catch on very quickly. [February 19, 2003, 18:13: Message edited by: Jakalth]

Subject: Cluster Munitions, is it possible?
Posted by [Anonymous](#) on Wed, 19 Feb 2003 19:16:00 GMT
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quote:Originally posted by Dante:yeah, your right... an RTS modding community killing an FPS community... has nothing to do with thatjust too many quitters around here lately for my taste.Quitters? Heh....Orca, I'm going make havoc incharge of the "renegade" mod. If you want to help him your more then welcome. Theres not much I can do for the mod except get it back up and running. Not going give excuses because "some" people take them wrong.

Subject: Cluster Munitions, is it possible?
Posted by [Anonymous](#) on Wed, 19 Feb 2003 19:27:00 GMT
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quote:Originally posted by OrcaPilot26:The question is, who exactly is in charge of the mod and how many people are working on it.Havoc89 - nlcrono@hotmail.comSo far Havoc, You still?, and havoc said he has been offered a few helpers.

Subject: Cluster Munitions, is it possible?
Posted by [Anonymous](#) on Wed, 19 Feb 2003 19:35:00 GMT
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RenX isnt my "thing". Find me an easy way to put bases into heightfield maps, and I'd love to map for you, set up the waypoints and all that wonderful stuff. If not, I guess i could give you a DM or CTF.Aim=kidrage11email=kidrage11@attbi.com

Subject: Cluster Munitions, is it possible?
Posted by [Anonymous](#) on Wed, 19 Feb 2003 21:21:00 GMT
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I'll whip out a map i'm almost done with right now, and I'll send it over

Subject: Cluster Munitions, is it possible?
Posted by [Anonymous](#) on Thu, 20 Feb 2003 00:02:00 GMT
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Can't you make a weapon fire a shell that fires a weapon with the spray settings?This would be awesome...I'm going to make my Light Orca Bomber drop cluster bombs as it's secondary

Subject: Cluster Munitions, is it possible?
Posted by [Anonymous](#) on Thu, 20 Feb 2003 17:20:00 GMT
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hmm, nukes are cinematics with several relevant animations being called at different times (i.e. the nuke drop, the sound playing, the big mushroom)maybe you could do that with a normal weapon, not sure, never tried.

Subject: Cluster Munitions, is it possible?
Posted by [Anonymous](#) on Thu, 20 Feb 2003 17:43:00 GMT
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quote: Regardless of what they're saying about cancelling existence, I can guarantee we'll release something, it may not be the complete mod but something. I will not let this mod die.

Subject: Cluster Munitions, is it possible?
Posted by [Anonymous](#) on Thu, 20 Feb 2003 18:02:00 GMT
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We really need some vehicle bonners here!!!

Subject: Cluster Munitions, is it possible?
Posted by [Anonymous](#) on Fri, 21 Feb 2003 15:10:00 GMT
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Hmmm, now if I find the controller files and can view how it is laid out, I might be able to figure out something. I didn't know it was a series of different animations, I thought it just called in a missile drop command (dropping a w3d model) and then played one animation, after the time delay was over. I'll try and figure something out. Might even be able to link this up with the demolition truck I have been playing around with. Its death animation does not work correctly and the weapon does not kill the unit. The weapon only damages other objects half of the time... flawed animation/weapon/vehicle

Subject: Cluster Munitions, is it possible?
Posted by [Anonymous](#) on Fri, 21 Feb 2003 15:31:00 GMT
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More help is needed... we need more help!!!

Subject: Cluster Munitions, is it possible?
Posted by [Anonymous](#) on Fri, 21 Feb 2003 16:19:00 GMT
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for the TS cluster missile couldn't you just make the animation of the missile spreading and then an area exploding?

Subject: Cluster Munitions, is it possible?
Posted by [Anonymous](#) on Fri, 21 Feb 2003 19:14:00 GMT
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don't you guys care??? remember within 2 weeks if not enough help is received we will be shutting down renegade modding because of lack of help.

Subject: Cluster Munitions, is it possible?
Posted by [Anonymous](#) on Sat, 22 Feb 2003 18:40:00 GMT
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1 week left. if not enough help is acquired Nova will have no choice to end renegade modding.

Subject: Cluster Munitions, is it possible?
Posted by [Anonymous](#) on Sun, 23 Feb 2003 08:34:00 GMT
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GOOD NEWS!!!! The mod will go on!!! but we still need some help. the more the people can help us the faster the mod will be done. desperate need of vehicle bonners and Weapon Bonners!!
