Subject: Okay, this that and that, how do I do it.
Posted by Commando Burton on Sat, 01 Mar 2008 23:12:55 GMT
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Okay, I just made my server in with bones that I customized to how much damage it will make to a human, I guess I won't show you the file because it was originally a hack but I just want things realistic, one flaw, mostly just for humans, how can I make how much what weapons make what damage and to what.

I was wondering is there anyway to let someone have skins that they didn't have, like can they download it over Renegade?

How do you change the Purchase Terminal thing so you could buy a ssm on a map like walls or buy a computer character, or change your character to a NOD guy when your GDI.

Subject: Re: Okay, this that and that, how do I do it.
Posted by Veyrdite on Sat, 01 Mar 2008 23:14:06 GMT
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Quote:how can I make how much what weapons make what damage and to what.armor.ini I believe.

Subject: Re: Okay, this that and that, how do I do it.
Posted by cnc95fan on Sat, 01 Mar 2008 23:26:29 GMT
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Armour.ini. Are you sure you made the "hack"?

Subject: Re: Okay, this that and that, how do I do it.
Posted by BlueThen on Sat, 01 Mar 2008 23:32:27 GMT
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cnc95fan wrote on Sat, 01 March 2008 17:26Armour.ini. Are you sure you made the "hack"?
...what?

Subject: Re: Okay, this that and that, how do I do it.
Posted by mrÃ£Ã§Ä·z   on Sat, 01 Mar 2008 23:32:52 GMT
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Client Side or Serverside ?

Subject: Re: Okay, this that and that, how do I do it.
Posted by Commando Burton on Sat, 01 Mar 2008 23:50:56 GMT
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Okay, originally it was a hack but I will post it here its not really fun, and someone help me with the armor.ini.
I am doing Renegade Dedicated Server I think 1.37 or something.
Here just put in data start the game then play.

File Attachments
1) bones.ini, downloaded 152 times

Subject: Re: Okay, this that and that, how do I do it.
Posted by mrÃ£Ã§Ä·z on Sat, 01 Mar 2008 23:53:18 GMT
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Editing .ini´s will not be Serverside.

Subject: Re: Okay, this that and that, how do I do it.
Posted by Commando Burton on Sun, 02 Mar 2008 00:04:15 GMT
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I put in bones on my dedicated sever and it worked.

Subject: Re: Okay, this that and that, how do I do it.
Posted by Commando Burton on Sun, 02 Mar 2008 17:21:55 GMT
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Hello, do I need to repost all my question in different posts, because so far I have gained nothing from being here but the one hint of armor.ini.

Subject: Re: Okay, this that and that, how do I do it.
Posted by Reaver11 on Mon, 03 Mar 2008 11:28:17 GMT
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Commando Burton wrote on Sat, 01 March 2008 17:12Okay, I just made my server in with bones that I customized to how much damage it will make to a human, I guess I won't show you the file because it was originally a hack but I just want things realistic, one flaw, mostly just for humans, how can I make how much what weapons make what damage and to what.

I was wondering is there anyway to let someone have skins that they didn't have, like can they download it over Renegade?

How do you change the Purchase Terminal thing so you could buy a ssm on a map like walls or buy a computer character, or change your character to a NOD guy when your GDI.

Damaging an opponent exsists out fo three parts where of nearly all arent server-side.

You set the damage an ammo type does in Leveledit for example the Ammo_AutoRifle_Player is 7.00

Then you have the Warhead Shrapnel which is discribed in the armor.ini

Then you have the ExplosionDefId it is not set but in circumstances for a nuke etc then it does damage.

Changing these settings is as far as I know not server-side.

Adding the ssm is server-side goto ->
Global settings ->Purchase settings ->Vehicles (NOD)

And add it there I may be needed to add the ssm under a vehicle that you get a armor like buying different havocs because Im nut sure if setting a dif ids name in the pct is serverside.

But you can edit the packages for sure. Like switching the char just goto other items in the pct.