
Subject: Promoted units

Posted by [Anonymous](#) on Wed, 03 Apr 2002 14:33:00 GMT

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I think it would be real cool if units got promoted like in Red alert 2 every time they killed 3 times there worth in unit{minus the free units a first row of bought units i.e officer, rocket launcher} It would make keeping yourself alive that much more fun a profitable! let me know what you think.

Subject: Promoted units

Posted by [Anonymous](#) on Wed, 03 Apr 2002 14:34:00 GMT

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Im trying to make my own mod, and need to know how to increase/decrease armor and health for certain vehicles and characters. And if possible, is there a way to give different weapons to the characters in multiplayer, (ie. give Dr. Mobeus a shotgun instead of that crappy lightning gun.)Thanks: PS: Im not using this for a trainer or cheats, its for a TC Mod im attempting to make. I reduced the physical armor of the tanks, so i need to reduce the max armor in the corner of the screen.

Subject: Promoted units

Posted by [Anonymous](#) on Wed, 03 Apr 2002 14:55:00 GMT

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You know, I sort of agree with this post.Maybe it would steadily increase your damage, or armor, or max ammo count or something.If your a hotwire, and you blew up a building, maybe you get a few more c4 per refill, or a better weapon or something.I think this would cause all sorts of balancing havoc, but it might make a good mod.

Subject: Promoted units

Posted by [Anonymous](#) on Wed, 03 Apr 2002 15:25:00 GMT

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hey particle dude! yes, i'm 45!! if i coulda been born later, i would have, but oh well. lol.. anyway, i do like the idea of going up levels or promotions. it wouldn't and shouldn't be anything too dramatic, mind you, for the very reason you spoke of. otherwise those killer/snipers would be able to see through walls by the end of the game. lol...

Subject: Promoted units

Posted by [Anonymous](#) on Wed, 03 Apr 2002 15:39:00 GMT

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it would be cool if you could get better weapons or more c4. Tanks would be another story

Subject: Promoted units

Posted by [Anonymous](#) on Wed, 03 Apr 2002 16:06:00 GMT

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that "crazy energy gun" is called the volt rifle (I believe), and hell no it doesn't suck. I've taken down plenty of flametanks with that sucker, not to mention infantry. The gun totally rocks when it comes to defending a base. It's also very good when protecting a beacon.

Subject: Promoted units

Posted by [Anonymous](#) on Wed, 03 Apr 2002 18:27:00 GMT

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well, do you know how? I know it's in the always.dat file, all I need to know is how to extract the contents or edit the actual file. I don't want to edit it with note/word pad, it'll take too long. Thanks guys.

Subject: Promoted units

Posted by [Anonymous](#) on Wed, 03 Apr 2002 18:30:00 GMT

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always.dat has a lot of **** in it good luck finding it .. also you can use xcc mixer to extract

Subject: Promoted units

Posted by [Anonymous](#) on Wed, 03 Apr 2002 18:41:00 GMT

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the file doesn't work... it's called vehicles.ini... but it doesn't work... so wait for the mod tools...

Subject: Promoted units

Posted by [Anonymous](#) on Wed, 03 Apr 2002 18:48:00 GMT

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max ranked mammoth tanks could shoot two shells burst instead of just one, I like the idea of a stealth tank shooting four rockets instead of two. Plus the extra c4 is a good idea, I always wanted to see mobius with two timed c4's!

Subject: Promoted units

Posted by [Anonymous](#) on Thu, 04 Apr 2002 07:40:00 GMT

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one very modest thing they could do would be to just give you all your health, armor, and ammunition back instantly each time you went up a level. that way you wouldn't have to run back to base....

Subject: Promoted units

Posted by [Anonymous](#) on Thu, 04 Apr 2002 10:56:00 GMT

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That's a great idea....Especially the ammunition bit.

Subject: Promoted units

Posted by [Anonymous](#) on Thu, 04 Apr 2002 12:26:00 GMT

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A halflife mod called Firearms does something like this. everytime you get 10 kills or complete an objective, winning the round, you go up a rank. nothing spectacular, just something to complement you. So there was a reload skill that shaved 25\% of your reload time off, there was another that made you a bit more accurate, another one gave you medical skills, so forth. Something like that could be interesting. But the bonus shouldn't be too spectacular. Maybe an akimbo skill so you can use akimbo pistols? Like i sed, if this idea is ever implemented, the skills must be worth getting, but musn't give the receiver an overpowering advantage.

Subject: Promoted units

Posted by [Anonymous](#) on Thu, 04 Apr 2002 14:22:00 GMT

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That's true. You hae to be willing to give your life, and rewarding staying alive would prevent the sort of self sacrifice that really helps the team (i.e. engi rushes...you know you're gonna die. Flame rushes...you know you're gonna die. APC rushes....you KNOW you're gonna die.....Heck, ANY rush, you're pretty darn sure to die.)I might be an interesting server option though.

Subject: Promoted units

Posted by [Anonymous](#) on Thu, 04 Apr 2002 17:01:00 GMT

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Sweet....my rating just jumped from two to three stars!! Uh oh....I just set myself up for a bunch of one star votes, didn't I?

Subject: Promoted units

Posted by [Anonymous](#) on Thu, 04 Apr 2002 17:58:00 GMT

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Everytime you go up a level it should be harder to get to the next level i think. Like to get to rank 1, you need 3 kills, but to get to rank 2 you need 6 more kills etc... I think that would keep peeps from gaining levels to quick

Subject: Promoted units

Posted by [Anonymous](#) on Thu, 04 Apr 2002 18:13:00 GMT

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agreed with the upgrade like that, because when you still alive for a long time, with a lot of kill, it will be a reward

Subject: Promoted units

Posted by [Anonymous](#) on Thu, 04 Apr 2002 22:30:00 GMT

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hey dev, are ya readin' this?? we want promotions NOW!! to heck with the orcas and apaches, they suck anyway. give us promotions!! lol.. j/k dev..ps. do you suppose dev even reads the tac and strat forum? anyone ever see him post here?? i think this is the forgotten forum. know why? cuz the intelligence of those that post here is much higher than the average poster on the general forum. lol...

Subject: Promoted units

Posted by [Anonymous](#) on Fri, 05 Apr 2002 00:04:00 GMT

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Good idea - but all the promoted players would camp to protect their rating.... VBG

Subject: Promoted units

Posted by [Anonymous](#) on Fri, 05 Apr 2002 05:22:00 GMT

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Yes, they are afraid we might out-smart them .

Subject: Promoted units

Posted by [Anonymous](#) on Fri, 05 Apr 2002 05:26:00 GMT

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i'm afraid i must agree.

Subject: Promoted units

Posted by [Anonymous](#) on Fri, 05 Apr 2002 05:27:00 GMT

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quote:Originally posted by Particle Noun:Sweet....my rating just jumped from two to three stars!!
Uh oh....I just set myself up for a bunch of one star votes, didn't I? Dont worry, You got 5 stars from me!

Subject: Promoted units

Posted by [Anonymous](#) on Fri, 05 Apr 2002 05:48:00 GMT

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A good idea, it would encourage skilled play. But wouldn't it be unfair? The really skilled people get better whilst the poor players get handicapped! It would also discourage the suicide run(my favourite tactic to confuse the enemy).

Subject: Promoted units

Posted by [Anonymous](#) on Fri, 05 Apr 2002 05:57:00 GMT

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How about if you cap the higher rated player? -- you get half of their rating...Ohh -- more base campers..... HEE HEE HEE(while they are busy shining their new stars -- a new grunt walks in and plants c-4 on their noggin...)
