
Subject: Not really TT related but...

Posted by [Jamie or NuneGa](#) on Fri, 29 May 2009 21:55:06 GMT

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just confirm something for me, orca / apache damage to the head of any character is 200.

Someone doesn't believe me and is convinced is 100...

Subject: Re: Not really TT related but...

Posted by [Starbuzz](#) on Sat, 30 May 2009 00:06:50 GMT

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It's 200

Subject: Re: Not really TT related but...

Posted by [Craziac](#) on Sat, 30 May 2009 04:44:18 GMT

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They're both 100. (Regular damage is 20, headshot is a 5x multiplier.)

Subject: Re: Not really TT related but...

Posted by [Jamie or NuneGa](#) on Sat, 30 May 2009 09:02:38 GMT

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Stewie wrote on Sat, 30 May 2009 05:44They're both 100. (Regular damage is 20, headshot is a 5x multiplier.)

negative normal hit from dorca / apache is 40. Therefore hs is 200.

You are getting humvee/ buggy and orca / apache guns confused.

Subject: Re: Not really TT related but...

Posted by [Reaver11](#) on Sat, 30 May 2009 10:01:38 GMT

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You are forgetting the warhead settings here are the stats for the orca and apache.

Apache:

Warhead: Steel

Damage: 20
Range: 50
Effectiverange: 50
Velocity: 150

Orca:

Warhead: Steel
Damage: 20
Range: 100
Effectiverange: 30
Velocity: 150

Subject: Re: Not really TT related but...
Posted by [StealthEye](#) on Sat, 30 May 2009 10:07:23 GMT
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Raw damage is $20*5=100$.
Warhead multiplier steel to flesh is 2.
Actual damage is $100*2=200$.

Subject: Re: Not really TT related but...
Posted by [Veyrdite](#) on Thu, 04 Jun 2009 08:56:49 GMT
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Damage = projectile_damage * body_part_multiplier * material_multiplier + splash

This is the reason ramjets tear through artillery, aircraft and humvees - their surface/skin type. All of the default settings are stored in surfaceeffects.ini.
