Subject: Imagine this
Posted by Generalcamo on Tue, 01 Mar 2011 01:50:04 GMT
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Imagine going into a map with a repair pad, and having it work similarly to C&C. Imagine going into an orca or an Apache, and not getting shot down by a ramjet. But by a rocket. Imagine Going into a match where the mammoth's cannons is a better weapon against vehicles. Imagine this all server side.

Stop imagining.

I am working on a modified objects.dbb and an armor.ini that allows this and more. This will be server side. the only requirement for clients will be scripts 3.4.4. There will be a map that I will possibly release, and an option for server owners to have additional features from making clients download a file.

Features:

 Repair Pads cost money to use, but repairs in bursts
 Ramjets should not harm heavy vehicles and aircraft anymore
 Ramjet has reduced damage versus vehicles overall
 Rocket launcher has an anti air secondary fire
 SAM Sites Fixed, requires power, rockets will home in to target
 Ground defences (Except obi and AGT missiles) fire at ground only
 Armor of many units adjusted

Those willing to make players download something will have additional features:

 Helicopters will now come in from the edge of the map, and will no longer require an airfield/WF, they will require a helipad though
 New models of many things.

Tell me what you think about this.

Subject: Re: Imagine this
Posted by reborn on Tue, 01 Mar 2011 08:48:18 GMT
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I don't think the ini file will work server side. I could be wrong (been ages since I tried), but I think it

will cause a mismatch for clients.

Subject: Re: Imagine this
Posted by danpaul88 on Tue, 01 Mar 2011 09:04:53 GMT
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Armour.ini does not work server side. Changes to damage values in objects.ddb do not work server side.

So, you might as well stop now because it's pointless unless you can get everyone who plays on the server to download your modified armour.ini and objects.ddb. Which they won't.

Subject: Re: Imagine this
Posted by cAmpa on Tue, 01 Mar 2011 09:09:23 GMT
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reborn wrote on Tue, 01 March 2011 09:48I don't think the ini file will work server side. I could be wrong (been ages since I tried), but I think it will cause a mismatch for clients.

It does with RR.

Subject: Re: Imagine this
Posted by reborn on Tue, 01 Mar 2011 09:19:34 GMT
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cAmpa wrote on Tue, 01 March 2011 04:09reborn wrote on Tue, 01 March 2011 09:48I don't think the ini file will work server side. I could be wrong (been ages since I tried), but I think it will cause a mismatch for clients.

It does with RR.

I wonder how that works, pretty interesting.

OP: Although you're looking to make these changes in a way that isn't possible, most (but not all) of what you're trying to do is possible, only using different methods such as an SSGM plugin or modified scripts.dll.

Subject: Re: Imagine this
Posted by danpaul88 on Tue, 01 Mar 2011 10:55:27 GMT
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cAmpa wrote on Tue, 01 March 2011 09:09reborn wrote on Tue, 01 March 2011 09:48I don't think the ini file will work server side. I could be wrong (been ages since I tried), but I think it will cause a mismatch for clients.

It does with RR.

Well that would be fun, since non RR clients will just use their local armor.ini and do the damage dictated by that file. Since damage is calculated client side, this results in some players doing different amounts of damage to other players with the same weapons.

Awesome.

Subject: Re: Imagine this
Posted by cAmpa on Tue, 01 Mar 2011 11:46:30 GMT
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danpaul88 wrote on Tue, 01 March 2011 11:55cAmpa wrote on Tue, 01 March 2011 09:09reborn wrote on Tue, 01 March 2011 09:48I don't think the ini file will work server side. I could be wrong (been ages since I tried), but I think it will cause a mismatch for clients.

It does with RR.

Well that would be fun, since non RR clients will just use their local armor.ini and do the damage dictated by that file. Since damage is calculated client side, this results in some players doing different amounts of damage to other players with the same weapons.

Awesome.

Not sure, but with RR server installation comes a modified armor.ini and it does work for clients without RR too.

Subject: Re: Imagine this
Posted by Generalcamo on Wed, 02 Mar 2011 01:07:01 GMT
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I guess I'll just make a map then. It will contain the modified armor.ini and all the changes I was detailing.

Subject: Re: Imagine this
Posted by Generalcamo on Fri, 04 Mar 2011 00:56:31 GMT
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A map is being made now. It is going to be based on Aircraft killer's Original Glacier TS and will feature flying units among the previously listed things. Hopwfully we can have a Glacier_FlyingTS soon.

Subject: Re: Imagine this
Posted by jnz on Tue, 08 Mar 2011 07:09:48 GMT
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It's possible to do this server side by forcing the server to calculate specific damages.