Subject: Crate Bonuses
Posted by bnkmstr2 on Tue, 31 Jan 2012 17:15:01 GMT
View Forum Message <> Reply to Message

Is there somewhere a list of what kinds of Bonuses are associated with the crates and what each one does, like Mobius Shield, etc.

A list with this information would be appreciated.

Also, is there a custom HUD useable with the 4.0 scripts??

Thanks,

Subject: Re: Crate Bonuses
Posted by bnkmstr2 on Tue, 31 Jan 2012 17:21:33 GMT
View Forum Message <> Reply to Message

Found this list in the WIKI, but it is incomplete........ is there an update for ssgm 4.0 ?

CrateWeapon - Grants you a random weapon.
CrateMoney - Grants or Takes 1 up to 1000 credits
CratePoints - Grants or Takes 1 up to 500 points
CrateVehicle - Grants a random vehicle from either team
CrateDeath - Kills you
CrateTiberium - kills you with tiberium and spawns a Visceroid AI unit
CrateAmmo - Refills all your weapons ammo
CrateArmor - Refills your armor once or sets it to 1
CrateHealth - Refills your health once or sets it to 1
CrateCharacter - Changes your character to a random one from your team
CrateButterFingers - Removes all your weapons but pistol or timed c4
CrateRefill - Refills all your armor, health and weapons ammo
CrateBeacon - Grants you a Nuclear or Ion Beacon
CrateSpy - Makes you invisible to base defenses
CrateStealth - Grants your character stealth abilities
CrateThief - Takes away all your money

Subject: Re: Crate Bonuses
Posted by bnkmstr2 on Tue, 31 Jan 2012 17:50:06 GMT
View Forum Message <> Reply to Message

another list I found.......... seems to still be incomplete

Weapon=11
Money=11

Points=11
Vehicle=8
Death=2
Tiberium=2
Ammo=7
Armor=7
Health=7
Character=8
ButterFingers=3
Spy=3
Stealth=3
Refill=7
Beacon=4
Thief=2
AmmoRegen=2
HumanSilo=1
UberWire=1

Subject: Re: Crate Bonuses
Posted by NACHO-ARG on Tue, 31 Jan 2012 18:08:17 GMT
View Forum Message <> Reply to Message

this hud is compatible whit TT, take a look:
 http://www.renegadeforums.com/index.php?t=msg&th=38526&start=0&rid=2 5667

Subject: Re: Crate Bonuses
Posted by bmruze on Tue, 31 Jan 2012 18:29:06 GMT
View Forum Message <> Reply to Message

I believe this is the information you're looking for. I pulled it from the TT 4.0 scripts.

I also believe that this information is changeable within the configuration.ini file. You could of course always change the scripts yourself to pretty much anything you want.

Random Weapon = Grants a random weapon
Random Vehicle = Grants a random vehicle
Random Character = Changes you to a random character
Random Money = Random money between 1 and 1000
Random Points = Random money between 1 and 1000
Random Death = Kills the player
Random Tiberium = Changes you into a viceroid
Random Ammo = Fills Ammo
Random Armor = Fills Armor
Random Health = Fills Health
Random ButterFingers = Drops Weapon

Random Refill = Refills everything
Random Beacon = Grants a beacon
Random Spy = Turns you into a spy
Random Stealth = Changes you into a sbh
Random Thief = Takes random money between 1 and 1000

(Edit)
Also, these numbers = 100, they are the percentage that you are likely to get that crate. If you changed all of the numbers to 0 except "Weapon" and you made "Weapon" 100 then you would get a weapon 100% of the time.

Weapon=11
Money=11
Points=11
Vehicle=8
Death=2
Tiberium=2
Ammo=7
Armor=7
Health=7
Character=8
ButterFingers=3
Spy=3
Stealth=3
Refill=7
Beacon=4
Thief=2
AmmoRegen=2
HumanSilo=1
UberWire=1

Subject: Re: Crate Bonuses
Posted by bnkmstr2 on Tue, 31 Jan 2012 18:40:31 GMT
View Forum Message <> Reply to Message

Thanks for the information, its appreciated.......... but under the crates...... I don't see "Mobius Shield", "tiberium nanites", "tissue nanites", etc

cheers,

Subject: Re: Crate Bonuses
Posted by Caveman on Tue, 31 Jan 2012 19:01:38 GMT
View Forum Message <> Reply to Message

Things like Tissue nanites are a server side mod that was originally designed for Atomix-Gaming and is now apart of St0rm. You could ask Xpert if he wishes to release the code for them.

Edit :

Im an idiot.. I didnt read the first post correctly.

Subject: Re: Crate Bonuses
Posted by bnkmstr2 on Tue, 31 Jan 2012 19:11:50 GMT
View Forum Message <> Reply to Message

Not interested in the code for them, just want to know what all the BONUSES are for the CRATES, and what each one does is all

It would be nice to see a list of ALL crate items, server side and/or user side compiled together in one list

Thanks,

Subject: Re: Crate Bonuses
Posted by Xpert on Tue, 31 Jan 2012 19:47:18 GMT
View Forum Message <> Reply to Message

In time I'll release. But as for your questions to the powerups which are on St0rm;

Mobius Shield - Changes your armor type to Light Vehicle Armor
Tiberium Shield - Changes your skin and armor so that you're immune to tiberium and heal from tiberium
Tissue Nanites - Gives you a health regeneration that occurs ever 3-5 seconds.

Subject: Re: Crate Bonuses
Posted by bnkmstr2 on Tue, 31 Jan 2012 21:23:28 GMT
View Forum Message <> Reply to Message

Thanks for the info