Subject: Soldier differences and Rocket Officers Posted by Xylaquin on Tue, 12 Mar 2024 11:51:24 GMT View Forum Message <> Reply to Message

Forgive my ignorance, but I've been going over the character stats on the old wiki and noticed:

The GDI soldier's rifle does a little more damage than Nod's. GDI's does 7 damage to body, 35 head shot. Nod's does 5 damage to body, 25 to head.

If you damage a Nod Rocket Soldier Officer, you don't get any points (whereas you get 0.050 points if you damage a GDI Rocket Solider Office)

Have these ever been patched?

Subject: Re: Soldier differences and Rocket Officers Posted by Goztow on Tue, 12 Mar 2024 16:52:43 GMT View Forum Message <> Reply to Message

The first was never patched for sure. I think this was intended, the renegade installer even refers to the fact the gdi soldier has better training than the nod soldier. It may be to make up for nod having the better early game tanks and SBH.

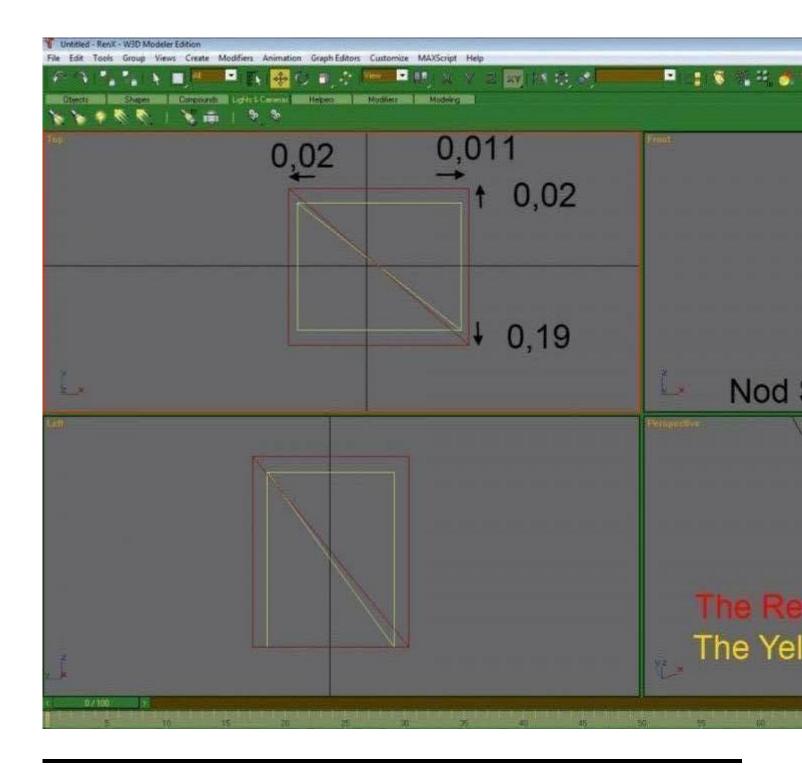
Subject: Re: Soldier differences and Rocket Officers Posted by XD_ERROR_XD on Wed, 13 Mar 2024 08:16:53 GMT View Forum Message <> Reply to Message

Not only that, but the nod soldier also has a bigger head and the nod shotgunner has a... king-sized body :biggrin:

Subject: Re: Soldier differences and Rocket Officers Posted by Reaver11 on Mon, 03 Jun 2024 09:31:45 GMT View Forum Message <> Reply to Message

XD_ERROR_XD wrote on Wed, 13 March 2024 01:16Not only that, but the nod soldier also has a bigger head and the nod shotgunner has a... king-sized body :biggrin: You are correct concerning the head-size however this is not as big as it might seem. Hitbox is only marginally bigger.

File Attachments
1) headsize.jpg, downloaded 531 times



Subject: Re: Soldier differences and Rocket Officers Posted by Jerad2142 on Wed, 19 Jun 2024 16:45:14 GMT View Forum Message <> Reply to Message

Do keep in mind that the nod soldier is actually shorter and more narrow than the GDI soldier

Which results in this:

Here is a side view with a slight forward offset so you can see where the boots align and all that good jazz:

File Attachments

1) Screenshot 2024-06-19 114326	5.png, downloaded 489 times
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dit object	×
General Physics Model Settings Dependencies Scripts Dialogu	e
ListenerScale 1.000	
IsStealthUnit	
TurnRate 180.000	·
JumpVelocity 5.500	÷
SkeletonHeight -1.000	
SkeletonWidth -1.000	÷

2) Screenshot 2024-06-19 114751.png, downloaded 477 times

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