Subject: Where are the weapon damages defined?
Posted by gibberish on Sun, 25 May 2003 22:17:03 GMT
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Hi All,

A bit of a newbie question, when Renegade first came out the Nod Light tank was extremely powerful, however after several patches Westwood re-balanced it (reduced the total damage it does).

They weakened it too much for my liking, I was wondering if/how it is possible to change the weapon damage, I would to increase the damage by about 20 % on the server I host.

Is this possible?

Can I do this with just a server side mod or would it require players to download the mod too?

TIA
Gibberish

Subject: Where are the weapon damages defined?
Posted by Aircraftkiller on Sun, 25 May 2003 22:58:09 GMT
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That would require the GDI team being renamed "Lets Not Play GDI" because the Light Tanks are fine as they are now. They only cost $600, what the fuck do you want to increase their power for?

Subject: Where are the weapon damages defined?
Posted by Creedy on Mon, 26 May 2003 00:04:45 GMT
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No but how do you change the strength of the weapons?

Not for the light tank, I think that's fine but I want to make a small mod and I don't know how to do this.

Please help

Subject: RE: Lets Not Play GDI
Posted by gibberish on Mon, 26 May 2003 03:10:17 GMT
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Aircraftkiller,

Unbalancing the game was not my objective. I enjoy playing both Nod and GDI and wish to continue doing so.

There are (at least) two limits that need to be considered when balancing any multiplayer game:

1 If a unit is two strong and only available to one side then that unit will inherently unbalance the game (assuming there is no counter to it on the other side). I believe this is the point you were making.
2. If a unit is too weak it will not be used because (good) players will choose units that better fit their needs.

Exactly where these limits lay is a matter of opinion.

It is my belief that Renegade makes the determination even more difficult, due to the diversity of the maps (base defenses, general layout and so on).

However it is also my belief that the Nod light tanks are too weak, there are better units available to Nod, hence in the games I have play/hosted I do not see many players using them.

I fully accept the possibility that there may be "Light Tank God's" out there who have developed a set of tactics that make light tanks totally balanced as part of the overall picture. However I have not played with or against them.

My goal was to experiment with the strength of the light tank to get to a position that I felt it was both fair and usable.

To the best of my knowledge when a mod is applied, the server cannot be laddered, I have little interest in laddered games so this doesn't bother me.

Since I do not force anyone to play on my server (people can leave if they don't like my rules) and the games will not be laddered, I do not see why anyone would even care if I screw up and unbalance the game.

However your comments did make me think, and I came to the conclusion that I may not be able to make the light tank usable (IMO) and still balanced simply by changing the weapon damage, it may be necessary to also increase the cost of the unit.

Hence in addition to knowing how to change the weapon damage I would also like to know how to increase the cost.

Any help you could provide would be greatly appreciated,
Gibberish

Subject: Where are the weapon damages defined?
Posted by Madtone on Mon, 26 May 2003 03:50:18 GMT
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If i remember correctly, go into Level Edit/Commando, expand the vehicle preset, click on the nod light tank, then click edit or something. then it will bring up loads of options, you can change the speed, turning speed and other stuff.

I can't remember, its been a long time since i used commando, best waiting for someone who knows to come online

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Subject: Where are the weapon damages defined?
Posted by Spike on Mon, 26 May 2003 07:06:29 GMT
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In commando go under mutintions (i cant remember how to spell that) then
ammo>ammo_vehicle_weapons>ammo_light_tank_cannon
press "mod" go under settings type in the ammount of dammage and save then export (i dont know if u can make it stronger w/o clients having anything special aka mod file but ill look into it)

hope that helps

Subject: Where are the weapon damages defined?
Posted by gibberish on Mon, 26 May 2003 11:11:41 GMT
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Thank You,

I was able to change both the weapon damage and the cost of the vehicle.

My only remaining question is, is it possible to make this a server only mod so that clients don't have to download anything.

Thanks again,
Gibberish

Subject: Where are the weapon damages defined?
Posted by Aircraftkiller on Mon, 26 May 2003 11:20:08 GMT
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You can't... Probably for the better considering the changes you wanted would fuck up the gameplay so bad...

Subject: Where are the weapon damages defined?

Posted by snipefrag on Mon, 26 May 2003 13:08:19 GMT

It is all Fair as it stands the light tank is a lot faster that the med tank and if your good with it you can avoid half of the shots fired at you .