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Subject: Re: MRLS or Artillery?

Posted by [Jerad2142](#) on Thu, 25 Jan 2007 05:02:07 GMT

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Okay here look for your selves:

They both have the same warhead, MRLS = 2 less damage in the end.

File Attachments

1) [ARTY.png](#), downloaded 527 times

## Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report



Presets

### Edit object

General Settings Dependencies

Ammo Type Normal

ModelFilename

always\explosions\turret\_shells\ag\_tshell\_nod01.w3d

Warhead Shell

Damage 110.000

Range 200.000

EffectiveRange 100.000

Velocity 75.000

Gravity 0.000

Elasticity 0.000

RateOfFire 100.000

SprayAngle 1.000

SprayCount 1

OK

Cancel

OK & Propagate...

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Test\characters\FullMoon.tga  
TimeManager::Update: warning, frame 1129 was slow (23200 ms)  
TimeManager::Update: warning, frame 1130 was slow (2582 ms)

Ready

Camera (0.00,0.00,80.00)

Frame



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LevelEdit

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2) [MRLS.png](#), downloaded 543 times

# Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report



Presets

## Edit object

General Settings Dependencies

Ammo Type Normal

ModelFilename

always\weapons\ammo\tracers\rocket launcher\ag\_rocket.w3d

Warhead Shell

Damage 18.000

Range 200.000

EffectiveRange 50.000

Velocity 30.000

Gravity 0.000

Elasticity 1.000

RateOfFire 3.000

SprayAngle 5.000

SprayCount 1

OK

Cancel

OK & Propagate...

Obsolete deform chunk encountered in mesh: .DUMMY

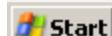
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Test\characters\havoc\FullMoon.tga

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Test\characters\FullMoon.tga

Ready

Camera (0.00,0.00,80.00)

Frame



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