Subject: Re: 4.0 Server settings question
Posted by reborn on Thu, 21 Nov 2013 09:44:32 GMT

View Forum Message <> Reply to Message

liquidv2 wrote on Wed, 20 November 2013 13:21on a server using 4.0 and BRenBot, how would someone go about changing a vehicle's in-game armor type/class?

The easiest way for you would be to place a modified objects.ddb in the server's data folder that has the modification applied.
To make the modification, you would need to download an install level edit, then make the change.
I can't use level edit here right now, so I took a picture from another site for a reference, it's not exactly what you'll be doing, but it's better than nothing.

In the picture below you will see the general tree/hierarchy of the presets.

You'll need to open Object, then scroll down to vehicle. Under vehicle, you should find the vehicle you want to change the armor type of. Select the preset, then click on the 'mod' button. Under one of the tabs, you'll find settings for the skin and armor type.
To work out the right name of the vehicle, look here:http://renhelp.laeubi.de/tutorial-list-of-useful-presets.html
The armor types you can use are in armor.ini, but you'll need to either find a copy onlione, or use XXC Mixer to extract it from your always.dat file located in your data folder.
What might be better though, is to look up different vehicles and see what they use, so you can best emulate the vehicle armor behaviour you want.

You could make a small plug-in to do the same, but the above is probably the easiest way for you.

liquidv2 wrote on Wed, 20 November 2013 13:21
how would one change the damage of a specific unit or base defense?

I guess you could use the damage hook, but it's a hack really. I still have the source code for that flamer mod you wanted, I can send it to you, and talk you through it a bit offline if you like?

liquidv2 wrote on Wed, 20 November 2013 13:21
probably relatively simple questions, but they're beyond me and any help would be appreciated

The first one is pretty easy, the second one is not so easy, as most damage is calculated client side.

File Attachments
1) image-64-SCREENY1.gif, downloaded 575 times

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

Presets | Instances | Conversations | Over

- Terrain
- Tile
- Object
  - Beacon
  - C4
  - Cinematic
  - Damage Zone
  - Mendoza Boss
  - PowerUp
  - Raveshaw Boss
  - Sakura Boss
  - SAMSite
  - Script Zone
  - Simple
    - Animations
    - Building_Evac_Points
    - BuildingSpeaker
    - CnC Cinematics
    - CnC Objects
      - pct_zone_gdi
      - pct_zone_mutant
      - pct_zone_nod
      - Repair Bay
    - control consoles
    - ControllerObject
    - CTF_Objects
    - Daves Arrow
    - Dec_Base_Gate
    - Ion Strikes
      - Post Ion Strike
      - Pre Ion Strike
    - Large_Blocker
    - Marker Flag
    - Mission_Specific
    - Mock HoNOD Door
    - Non-drivable Vehicles
    - Nuke Strike
    - Raveshaw Ammo
    - Signal_Flares
      - SignalFlare_Gold_Phy
    - Simple_DSAPO_Versions
    - Simple_Objects_Level_x0
  - Soldier
  - Spawner
  - Special Effects

Add   Temp   Make   Mod   Info   Xtra

Objectives Hits: 0
Map Screen Hits: 0
Menu Screen Hits: 0

Ready   Camera (0.00,0.00,80.00)   Frame 1 / 0