Subject: Health Bars
Posted by a000clown on Sat, 12 Jul 2008 08:22:16 GMT
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I was just wondering if it's possible to show the "real" max health when we modify the health/armor points of vehicles and other things.
For example, if I lower the max health of a Medium tank to 100, in the server it will look like it's heavily damaged even though it's at the max.

Not a big deal since it's purely cosmetics, but I thought it was worth asking

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Subject: Re: Health Bars
Posted by mrÃ£Ã§Ä·z on Sat, 12 Jul 2008 08:37:52 GMT
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The autodownloader will make that possible with the object files for specific maps

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Subject: Re: Health Bars
Posted by Ghostshaw on Sat, 12 Jul 2008 08:40:10 GMT
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He means max health being changed during the game. I dunno exactly how hard this would be, it might just be a question of sending set_max_health over the network.

Subject: Re: Health Bars
Posted by a000clown on Sat, 12 Jul 2008 08:46:24 GMT
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Well it's not important enough to push back any release dates, but it would be cool to look into

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Subject: Re: Health Bars
Posted by Jamie or NuneGa on Sat, 12 Jul 2008 11:14:26 GMT
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pretty sure RR already does this so im sure those geeks can make it happen for 4.0 too

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Subject: Re: Health Bars
Posted by Yrr on Sat, 12 Jul 2008 11:43:17 GMT
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RR has an own network protocol beside the Renegade protocol where it can effectively send additional data. That would be way too much for Custom Scripts.
Ghostshaw is already trying to find other ways to do that

Subject: Re: Health Bars
Posted by StealthEye on Sat, 12 Jul 2008 11:51:01 GMT
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I added it. It was rather easy to do.

Subject: Re: Health Bars
Posted by Jamie or NuneGa on Sat, 12 Jul 2008 13:14:17 GMT
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StealthEye wrote on Sat, 12 July 2008 12:51I added it. It was rather easy to do.
How?

Subject: Re: Health Bars
Posted by StealthEye on Sat, 12 Jul 2008 15:23:32 GMT
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By writing code, compiling it, testing it and then commiting it to SVN.

TT will just send the max health/shield values over network, nothing more to it really.

Subject: Re: Health Bars
Posted by Jamie or NuneGa on Sat, 12 Jul 2008 15:25:19 GMT
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that easy eh.

Subject: Re: Health Bars
Posted by _SSnipe_ on Sat, 12 Jul 2008 15:25:39 GMT
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wait? so when you have a max hp and armor set higher and it shows it on the hp bar instead of shooting the fucker 20 times untill u see the bar decrease?

Subject: Re: Health Bars
Posted by StealthEye on Sat, 12 Jul 2008 15:44:51 GMT
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Exactly.

Subject: Re: Health Bars
Posted by a000clown on Sat, 12 Jul 2008 18:00:27 GMT
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StealthEye wrote on Sat, 12 July 2008 07:51I added it. It was rather easy to do.
 Thanks

SSnipe wrote on Sat, 12 July 2008 11:25wait? so when you have a max hp and armor set higher and it shows it on the hp bar instead of shooting the fucker 20 times untill u see the bar decrease? Now we won't have to hear from nub players going on about "hp hax" or "armor hax" on modified servers lol

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Subject: Re: Health Bars
Posted by BlueThen on Sat, 12 Jul 2008 18:05:53 GMT
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Clown wrote on Sat, 12 July 2008 13:00StealthEye wrote on Sat, 12 July 2008 07:51I added it. It was rather easy to do.
 Thanks

SSnipe wrote on Sat, 12 July 2008 11:25wait? so when you have a max hp and armor set higher and it shows it on the hp bar instead of shooting the fucker 20 times untill u see the bar decrease? Now we won't have to hear from nub players going on about "hp hax" or "armor hax" on modified servers lol
yeay! Now there's one more thing to look forward to.

Subject: Re: Health Bars
Posted by _SSnipe_ on Sat, 12 Jul 2008 18:10:17 GMT
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BlueThen wrote on Sat, 12 July 2008 11:05Clown wrote on Sat, 12 July 2008 13:00StealthEye wrote on Sat, 12 July 2008 07:51I added it. It was rather easy to do.
 Thanks

SSnipe wrote on Sat, 12 July 2008 11:25wait? so when you have a max hp and armor set higher and it shows it on the hp bar instead of shooting the fucker 20 times untill u see the bar decrease? Now we won't have to hear from nub players going on about "hp hax" or "armor hax" on modified servers lol

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yeay! Now there's one more thing to look forward to.

Subject: Re: Health Bars
Posted by Jamie or NuneGa on Sat, 12 Jul 2008 23:23:40 GMT
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TBH when I first saw this, after I just got RR, I shouted at server owner...

'im like, wtf why is my arty doing less damage, what did you break now!'

Subject: Re: Health Bars
Posted by Goztow on Sun, 13 Jul 2008 10:24:36 GMT
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They aren't nub just because the server implements something that the client cannot interpret correctly.