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Subject: LE Questions

Posted by [LR01](#) on Wed, 22 Jul 2009 20:24:53 GMT

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1. Can you make a weapon like the sniper do more damage to the head, only the head?
  2. Can you increase the zoom of the sniper?
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Subject: Re: LE Questions

Posted by [ErroR](#) on Wed, 22 Jul 2009 20:31:50 GMT

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1. bones.ini
  2. HUD in global settings in level edit
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Subject: Re: LE Questions

Posted by [LR01](#) on Thu, 23 Jul 2009 09:18:15 GMT

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oh, I asked the first question wrong, I mean that only one weapon would do more damage to only the head

and thanks for the second.

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Subject: Re: LE Questions

Posted by [Goztow](#) on Thu, 23 Jul 2009 10:35:58 GMT

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Aren't all sniper headshots already instant kills? Why more damage?

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Subject: Re: LE Questions

Posted by [Di3HardNL](#) on Thu, 23 Jul 2009 10:55:53 GMT

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he was giving an example by asking if it was possible for only the sniper, but I guess he wants it for other weapons to.

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Subject: Re: LE Questions

Posted by [LR01](#) on Thu, 23 Jul 2009 21:46:53 GMT

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Well, in bones.ini you can set a damage multiplier for the head, but that counts for all weapons.  
Now, you can make a warhead to more damage to a armor type.  
Can I have a warhead do more damage to a body part, as in bones.ini?

Ow, and the make it more clear, it's for C&C Battle for Dune (see siggy)

so, as for what Goztow said, it isn't for renegade it self.

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Subject: Re: LE Questions

Posted by [ErroR](#) on Thu, 23 Jul 2009 21:56:24 GMT

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LR01 wrote on Fri, 24 July 2009 00:46Well, in bones.ini you can set a damage multiplier for the head, but that counts for all weapons.  
Now, you can make a warhead to more damage to a armor type.  
Can I have a warhead do more damage to a body part, as in bones.ini?

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so, as for what Goztow said, it isn't for renegade it self.

you can't add a new warhead afaik, but surely can edit one. And then set the multiplier for every surface type

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Subject: Re: LE Questions

Posted by [Omar007](#) on Fri, 24 Jul 2009 10:26:34 GMT

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ErroR wrote on Thu, 23 July 2009 23:56LR01 wrote on Fri, 24 July 2009 00:46Well, in bones.ini you can set a damage multiplier for the head, but that counts for all weapons.  
Now, you can make a warhead to more damage to a armor type.  
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so, as for what Goztow said, it isn't for renegade it self.

you can't add a new warhead afaik, but surely can edit one. And then set the multiplier for every surface type

You can edit/remove/add as many new warheads/armor types as you want.

I rewrote armor.ini completely to fit the needs of C&C 3. With a list of all units and their damage i split every one into groups like 'light', 'light-medium', 'medium', 'medium-heavy', 'heavy' and where needed on one of the factions even something like 'light-light-medium'. It all works

EDIT: My armor.ini is now ~82kb where the original was ~38kb

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Subject: Re: LE Questions  
Posted by [ErroR](#) on Fri, 24 Jul 2009 10:32:48 GMT  
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that sure is nice. But mine didn't show up in level edit

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Subject: Re: LE Questions  
Posted by [cnc95fan](#) on Sat, 25 Jul 2009 16:09:05 GMT  
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You're not doing it right then  
You can indeed rewrite most if not all of the ini files (correct me if i'm wrong)

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Subject: Re: LE Questions  
Posted by [ErroR](#) on Sat, 25 Jul 2009 19:15:07 GMT  
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cnc95fan wrote on Sat, 25 July 2009 19:09You're not doing it right then  
You can indeed rewrite most if not all of the ini files (correct me if i'm wrong)  
menu.ini didn't work

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Subject: Re: LE Questions  
Posted by [Omar007](#) on Sun, 26 Jul 2009 10:52:38 GMT  
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ErroR wrote on Sat, 25 July 2009 21:15cnc95fan wrote on Sat, 25 July 2009 19:09You're not  
doing it right then  
You can indeed rewrite most if not all of the ini files (correct me if i'm wrong)  
menu.ini didn't work  
AFAIK menu.ini doesnt indeed

Things you can edit (called inside of game.exe):

Dazzle.ini  
Campaign.ini  
Character.ini  
Buildings.ini  
vehicles.ini  
weapons.ini  
w3danimsound.ini  
armor.ini  
surfaceeffects.ini  
bones.ini  
cameras.ini

Used by scripts (editable (partly?)):  
Game.ini

Some ini's that are mentioned in game.exe but not used it seems (incomplete list, arent in always.dat or anywhere else):

subtitle.ini  
skindictionary.ini  
metals.ini

ini's not in game.exe but inside always.dat:

gang.ini  
explosion.ini  
speech.ini  
menu.ini

Could be wrong but this is a 5 minute search of me through the files. Believe it's pretty accurate. Please correct me if it isnt

@LR01:

1. You cant per weapon. Will affect all weapons
  2. What ErroR said
- 

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Subject: Re: LE Questions

Posted by [cnc95fan](#) on Sun, 26 Jul 2009 17:31:42 GMT

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ErroR wrote on Sat, 25 July 2009 14:15cnc95fan wrote on Sat, 25 July 2009 19:09You're not doing it right then

You can indeed rewrite most if not all of the ini files (correct me if i'm wrong)

menu.ini didn't work

You can edit that for some things.

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Subject: Re: LE Questions

Posted by [LR01](#) on Mon, 27 Jul 2009 09:20:17 GMT

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Well, looks like I got my answer then, thanks guys

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