
Subject: Reduce Arty screen shake feature
Posted by [iRANian](#) on Sun, 18 Sep 2011 14:54:19 GMT
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Would it be possible to add an option to scripts 4.0 to reduce the screen shake of Arties server-side, like RR has?

Subject: Re: Reduce Arty screen shake feature
Posted by [EvilWhiteDragon](#) on Sun, 18 Sep 2011 15:39:42 GMT
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Supplying a different objects file in the package would do the trick afaik... As it is set in the objects file...

Subject: Re: Reduce Arty screen shake feature
Posted by [Hitman](#) on Sun, 18 Sep 2011 16:48:13 GMT
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yeah that would be great, nothing like a game of complex where your sniping on the hill, but you cannot even hit a mammoth tank due to your screen shaking heavily 24/7

Subject: Re: Reduce Arty screen shake feature
Posted by [iRANian](#) on Sun, 18 Sep 2011 17:47:42 GMT
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EvilWhiteDragon wrote on Sun, 18 September 2011 08:39 Supplying a different objects file in the package would do the trick afaik... As it is set in the objects file...
Me and Zunnie tried this a month or so ago, but the client didn't load the modified objects.ddb, unless that was recently changed.

Subject: Re: Reduce Arty screen shake feature
Posted by [EvilWhiteDragon](#) on Sun, 18 Sep 2011 18:04:31 GMT
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I know there have been changes to that recently, so I don't know if it works, but AFAIK it *should*. Should as in, it could of course be bugged.

Subject: Re: Reduce Arty screen shake feature
Posted by [iRANian](#) on Sun, 18 Sep 2011 18:06:12 GMT
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Ah thanks, I'll take a look.

Subject: Re: Reduce Arty screen shake feature
Posted by [StealthEye](#) on Sun, 18 Sep 2011 23:32:59 GMT
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No, afaik, loading a different objects.ddb on the client is not possible. EWD, I think you're confused with loading it on the server; the recent changes were to allow a map specific objects.ddb to be loaded on the server.
