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Subject: Project suggestion: Nod Soldier  
Posted by [Spoony](#) on Tue, 27 Sep 2011 13:26:28 GMT  
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I'd like to suggest a project to whoever wants to have a crack at it: Remodel the Nod Soldier so that his head is the same size as the GDI Soldier.

The Nod Soldier has a larger head, which is one of the things that gives GDI an edge in the early game (and sometimes late-game depending on which structures are dead). There are some maps where this may not be desirable, however - infantry-only maps, for example. I also have a project in mind which has use for the GDI and Nod soldiers being equivalent.

So, have at it... someone want to make a new model for the Nod Soldier where his head is the same size as the GDI counterpart?

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Subject: Re: Project suggestion: Nod Soldier  
Posted by [GEORGE ZIMMER](#) on Tue, 27 Sep 2011 18:24:02 GMT  
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The head size is somewhat minor compared to the fact that the Nod rifle does less damage than GDI's. I mean yeah, it definitely makes it easier for GDI, but if their rifles did the same damage, it wouldn't be as bad.

"hurrdurr they trained less well", no shutup that's fucking stupid.

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Subject: Re: Project suggestion: Nod Soldier  
Posted by [Spoony](#) on Wed, 28 Sep 2011 02:35:44 GMT  
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yes, i'm aware of that, and i'd like both changes to be available to anyone who wanted to make a map where both soldiers are equivalent.

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Subject: Re: Project suggestion: Nod Soldier  
Posted by [TankClash](#) on Wed, 28 Sep 2011 02:54:41 GMT  
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pft. head is huge

#### File Attachments

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1) [bighead.jpg](#), downloaded 784 times



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Subject: Re: Project suggestion: Nod Soldier  
Posted by [Reaver11](#) on Wed, 28 Sep 2011 17:41:13 GMT

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You do know that the actual hitzone of the head of a soldier is not determined by the headsize.

This is done via an invisible system (K\_bones) and actually that zone is smaller than the visible headsize of the nod soldier. (GDI's one is actually a bit bigger then the head)

Still I cannot escape the fact that the GDI hitzone is smaller then the one from Nod.  
Though if I'm correct Nods hitzone is a 0,1 bigger then GDI's one.

Which makes the difference smaller than you may think.

I'm indecisive if this effect is really making a matter probably the damages effect of the GDI rifle is making a bigger difference.

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Subject: Re: Project suggestion: Nod Soldier  
Posted by [Intradox](#) on Wed, 28 Sep 2011 20:18:54 GMT

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Reaver11 wrote on Wed, 28 September 2011 10:41 You do know that the actual hitzone of the head of a soldier is not determined by the headsize.

This is done via an invisible system (K\_bones) and actually that zone is smaller than the visible headsize of the nod soldier. (GDI's one is actually a bit bigger then the head)

Still I cannot escape the fact that the GDI hitzone is smaller then the one from Nod.  
Though if I'm correct Nods hitzone is a 0,1 bigger then GDI's one.

Which makes the difference smaller than you may think.

I'm indecisive if this effect is really making a matter probably the damages effect of the GDI rifle is making a bigger difference.

I don't think the difference is huge, just that maybe a Nod soldier is more visible than a Gdi soldier.  
Even so, people are too good at Renegade so it doesn't matter what team they're on, I still die

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**Subject: Re: Project suggestion: Nod Soldier**

Posted by [iRANian](#) on Thu, 29 Sep 2011 06:49:43 GMT

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pretty much what Reaver said, spoony is just bad at this game so he never noticed (or is intelligent to test) that the hitzones of both are a little bit off.

Anyhow its not a big difference, definitely not noticeable once you give both soldiers the same shooter

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**Subject: Re: Project suggestion: Nod Soldier**

Posted by [Spoony](#) on Thu, 29 Sep 2011 12:30:26 GMT

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calm down, iranian.

perhaps someone can confirm the difference in size of the physical hitbox. perhaps we can also stop stating the glaringly obvious about the differently powerful auto rifle.

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**Subject: Re: Project suggestion: Nod Soldier**

Posted by [Reaver11](#) on Thu, 29 Sep 2011 16:49:10 GMT

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I did and it is in my post.

Looked at it before however my time is limited and I cannot assure you when I can do it.

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Subject: Re: Project suggestion: Nod Soldier  
Posted by [Spoony](#) on Thu, 29 Sep 2011 19:03:38 GMT

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what does "a 0,1" mean? is that 10%?

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Subject: Re: Project suggestion: Nod Soldier  
Posted by [Caveman](#) on Thu, 29 Sep 2011 19:07:43 GMT

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Isn't the point of GDI to be slightly more powerful while Nod has stealth?

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Subject: Re: Project suggestion: Nod Soldier  
Posted by [Reaver11](#) on Thu, 29 Sep 2011 20:06:02 GMT

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Alright I have remeasured it first to give you a basic idea how the hitzones look.

[Toggle Spoiler](#)

Now I present you a picture with only the K\_head bones which is the hitzone.

[Toggle Spoiler](#)

Total Z height = 0,25 for Nod

Top view Top to bottom lenght Nod = 0,237

Top view Left to right length Nod = 0,206

Now for your scroll rate and target cursor to notice the difference.

A tracer(bullet) in terms of grid points is 0,1 big so Nods head is like a half bullet bigger (not counting in the effects of bullet spread and stuff like that)

Well if you really want it it can be made

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Subject: Re: Project suggestion: Nod Soldier  
Posted by [Aircraftkiller](#) on Thu, 29 Sep 2011 20:10:49 GMT

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Caveman wrote on Thu, 29 September 2011 15:07 Isn't the point of GDI to be slightly more powerful while Nod has stealth?

Think about it a little: Why should two otherwise identical units fire two different weapons? It's a preset bug that's been there for years.

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Subject: Re: Project suggestion: Nod Soldier

Posted by [Jerad2142](#) on Thu, 29 Sep 2011 20:50:26 GMT

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Aircraftkiller wrote on Thu, 29 September 2011 14:10Caveman wrote on Thu, 29 September 2011 15:07Isn't the point of GDI to be slightly more powerful while Nod has stealth?

Think about it a little: Why should two otherwise identical units fire two different weapons? It's a preset bug that's been there for years.

Or Westwood/EA did a lot of on-line multiplayer tests and in the end found that they had to give GDI little edge in general to balance the odds.

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Subject: Re: Project suggestion: Nod Soldier

Posted by [GEORGE ZIMMER](#) on Fri, 30 Sep 2011 01:16:41 GMT

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Jerad Gray wrote on Thu, 29 September 2011 13:50

Or Westwood/EA did a lot of on-line multiplayer tests and in the end found that they had to give GDI little edge in general to balance the odds.

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Subject: Re: Project suggestion: Nod Soldier

Posted by [iRANian](#) on Fri, 30 Sep 2011 01:20:48 GMT

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I doubt this game had any serious online testing considering how overpowered Nod is and how many bugs this game had at release and even before 4.0. I mean how the fuck do you not notice beacons getting glitched and killing buildings when the player who planted them leaves? That's one of the first thing we tested during the TT private beta.

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Subject: Re: Project suggestion: Nod Soldier

Posted by [Aircraftkiller](#) on Fri, 30 Sep 2011 04:09:10 GMT

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That was fixed years ago during the beta tests and flying beta tests.

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Subject: Re: Project suggestion: Nod Soldier

Posted by [Jerad2142](#) on Fri, 30 Sep 2011 05:39:35 GMT

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iRANian wrote on Thu, 29 September 2011 19:20I doubt this game had any serious online testing considering how overpowered Nod is and how many bugs this game had at release and even

before 4.0. I mean how the fuck do you not notice beacons getting glitched and killing buildings when the player who planted them leaves? That's one of the first thing we tested during the TT private beta.

I said balance tests not stability tests, if your balance testing a game you make sure the player counts are even, you don't assume your teams are the wrong size

But yeah its probably just something they screwed up, after all, 2 points of damage difference per bullet means that the nod rifle puts out 200 less damage per clip, that's a whole extra enemy soldier per clip (without getting any head or neck shots, and ignoring advanced char's modded health/armor)!

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