
Subject: Re: FDS MODDING

Posted by [Ethenal](#) on Thu, 22 Nov 2007 00:56:07 GMT

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bat66wat6 wrote on Wed, 21 November 2007 15:59 That would not be a cheat in any way. I really do not see how it could be a cheat.

The artillry is POWERFULL! The shell itself is not deadly but the explosion is BRUTALY POWERFULL!

At first i wanted to change this but...that would make it unfair for nod.

the one thing i do want to change is the screen shake instensity for the Shell Explosion. You see whilst any other weapon in the game explodes next to you it will obviously damage you and the screen will shake a bit but...the artillery will almost certainly nearly kill you! Then not only that but your'e screen will shake uncontrollably for like 3 seconds each explosion, making it literally impossible to aim accurately with any weapon!

The MRLS does not do this though. I merely want to make it less frustrating for GDI players when nod decides to ARTY where as they frequently do....

Which would be cheating. Unless you do this server-wide that is.
