
Subject: Re: Need a coder for a balance patch
Posted by [Yrr](#) on Wed, 02 Jan 2008 00:08:16 GMT
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Spoony wrote on Tue, 01 January 2008 23:19 I've decided to create an unofficial balance patch for Renegade, to be run server-side.

Its concept is not changing the game as such, but rather fixing it - in a nutshell, making the useless units useful and cost-effective in a way I don't feel many of them currently are. It will change gameplay anyway.

Spoony wrote on Tue, 01 January 2008 23:19 Trouble is I don't know a damn thing about how to code stuff in Renegade.

Changes:

- BlackIntel's Pointsfix (presumably does not need to be part of the patch)

As you said, already done by BlackIntel's points fix and by Resurrection.

Spoony wrote on Tue, 01 January 2008 23:19- Empty vehicles remain aligned to the team of the last player who occupied it, meaning enemies gain points attacking it, allies lose points attacking it
Agreed.

Spoony wrote on Tue, 01 January 2008 23:19- Nod Soldier rifle damage increased to match GDI
Soldier rifle damage against all targets
That's not a bug I think.

Spoony wrote on Tue, 01 January 2008 23:19- Nod Flamethrower damage against infantry and structures increased by 50%. Damage against other targets unchanged
play around with data/armor.ini

Spoony wrote on Tue, 01 January 2008 23:19- Chaingun Officer cost reduced to 100 (from 175) - applies to both GDI and Nod
- Tib Sydney cost reduced to 100 (from 150)
Why?

Spoony wrote on Tue, 01 January 2008 23:19- Patch tiberium flechette damage against infantry increased by 100% - damage against other targets unchanged
Why? Does enough damage.

Spoony wrote on Tue, 01 January 2008 23:19- Rocket Soldier (for both GDI and Nod):
--- tracks targets
Not possible server-side and impacts gameplay.

Spoony wrote on Tue, 01 January 2008 23:19--- direct hit damage against infantry reduced by 50%. Damage against other targets unchanged
--- cost reduced to 200 (from 225)
Why?

Spoony wrote on Tue, 01 January 2008 23:19- Deadeye/BlackHandSniper sniper rifle damage against light vehicles reduced by 50%. Damage against other targets unchanged
Already done by Resurrection. Can be changed using data/armor.ini but impacts all shrapnel damage.

Spoony wrote on Tue, 01 January 2008 23:19- Chinook armour changed to Heavy Vehicle (from Light Vehicle) giving it the same durability as a Stealth Tank
Why?

Spoony wrote on Tue, 01 January 2008 23:19- Nod Turret rate of fire and damage increased to match that of the Medium Tank
Why? Fire rate and damage are quite good. Aiming is the problem.
