
Subject: Re: Need a coder for a balance patch
Posted by [Yrr](#) on Wed, 02 Jan 2008 18:21:16 GMT
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Rocko wrote on Wed, 02 January 2008 08:40cmatt42 wrote on Wed, 02 January 2008 01:33Spoony wrote on Tue, 01 January 2008 17:19
- Nod Soldier rifle damage increased to match GDI Soldier rifle damage against all targets

Nod has the stronger vehicles; are you going to buff the GDI vehicles as well?
all he mentioned was making nod soldier balanced with the gdi, no one talked about making all vehicles different

god damn some of you are fucking retarded
You cannot balance units on a one-on-one basis, that would result in both teams having exactly the same units. You have to balance the game through all units. If the Nod auto rifle does less damage, Nod needs an advantage somewhere else, e.g. by having a stealthed unit.

=HT=T-Bird wrote on Wed, 02 January 2008 14:06The
However, Cost/Damage/Homing changes are not possible without turning off LagReduction (and making everyone lag beyond crazy, DISTRUST yourself from the console of a BIATCH-equipped server if you want to experience it) or modifying objects.ddb both server- and client- side (would require releasing an official patch through the Renegade patch mechanism along with cooperation from RenGuard).
You cannot change homing because clients would not see that a missile follows its target. Same for costs, the client does not see the change.
But you CAN change damage server-side without touching LagReduction and without changing client's presets.

=HT=T-Bird wrote on Wed, 02 January 2008 14:06
BTW: RG will get you every time for modifying armor.ini on the client-side, too.

Damage multipliers from armor.ini are completely server-side.

=HT=T-Bird wrote on Wed, 02 January 2008 14:06
Finally, fixing the Nod Turret would require server-side and/or client-side objects.ddb modifications (RoF/damage) along with an aimbot developer (haven't you noticed that turrets can't aim at all?). I would be happy with just aiming fixes to the turrets, though.
You can change damage server-side and the _improved_ turrets aim fine, but their bullets are too slow (and you cannot change their speed server-side without annoying clients).
