Subject: Re: Okay, this that and that, how do I do it.
Posted by Reaver11 on Mon, 03 Mar 2008 11:28:17 GMT
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Commando Burton wrote on Sat, 01 March 2008 17:12Okay, I just made my server in with bones that I customized to how much damage it will make to a human, I guess I won't show you the file because it was originally a hack but I just want things realistic, one flaw, mostly just for humans, how can I make how much what weapons make what damage and to what.

I was wondering is there anyway to let someone have skins that they didn't have, like can they download it over Renegade?

How do you change the Purchase Terminal thing so you could buy a ssm on a map like walls or buy a computer character, or change your character to a NOD guy when your GDI.

Damaging an opponent exsists out fo three parts where of nearly all arent server-side.

You set the damage an ammo type does in Leveledit for example the Ammo_AutoRifle_Player is 7.00

Then you have the Warhead Shrapnel which is discribed in the armor.ini

Then you have the ExplosionDefId it is not set but in circumstances for a nuke etc then it does damage.

Changing these settings is as far as I know not server-side.

Adding the ssm is server-side goto ->
Global settings ->Purchase settings ->Vehicles (NOD)

And add it there I may be needed to add the ssm under a vehicle that you get a armor like buying different havocs because Im nut sure if setting a dif ids name in the pct is serverside.

But you can edit the packages for sure. Like switching the char just goto other items in the pct.