
Subject: Why is it that repair units can not repair themselves?

Posted by [flyingfox](#) on Thu, 24 Jun 2004 17:02:45 GMT

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It's the acolyte that can heal its-self because of the blast damage from the tiberium automatic rifle it carries. The others are templar and initiate but don't go by the names on the PT extras because the acolyte and initiate are mixed up with each other. The templar carries a tiberium flechette gun and the initiate carries a chemical sprayer.

All 3 mutants can heal each other, but mutant Raveshaw and Petrova take damage from tiberium, because their armour types aren't the same (bones.ini and armour.ini deal with them and they work in conjunction with each other or some shit). If you grabbed a chemical warrior, patch or \$150 sydney and fired tiberium rounds at one, it'd heal them.

Edit,

Quote:[Scale_SkinFlameThrower]

None=1.0000

Steel=2.0000

Steel_NoBuilding=2.0000

Shrapnel=1.0000

Explosive=0.7500

Explosive_NoBuilding=0.7500

Shell=2.0000

Shell_NoBuilding=2.0000

Flamethrower=0.1000

TiberiumRaw=1.0000

TiberiumBullet=1.0000

TiberiumShrapnel=1.0000

C4=2.0000

Laser=1.0000

Laser_NoBuilding=1.0000

Repair=1.0000

IonCannon=1.0000

Nuke=1.0000

Fire=0.1000

Chem=1.0000

Electric=0.1000

Visceroid=1.0000

Earth=1.0000

RegenHealth=1.0000

BlamoKiller=10000.0000

Death=10000.0000

Harmless=0.0000

Quote:[Scale_SkinChemWarrior]

None=1.0000

Steel=2.0000

Steel_NoBuilding=2.0000
Shrapnel=1.0000
Explosive=0.7500
Explosive_NoBuilding=0.7500
Shell=2.0000
Shell_NoBuilding=2.0000
Flamethrower=1.0000
TiberiumRaw=0.0000
TiberiumBullet=0.1000
TiberiumShrapnel=0.0500
C4=2.0000
Laser=1.0000
Laser_NoBuilding=1.0000
Repair=1.0000
IonCannon=1.0000
Nuke=1.0000
Fire=1.0000
Chem=0.1000
Electric=1.0000
Visceroid=1.0000
Earth=1.0000
RegenHealth=1.0000
BlamoKiller=10000.0000
Death=10000.0000
Harmless=0.0000

Quote:[Scale_SkinMutant]

None=1.0000
Steel=0.5000
Steel_NoBuilding=0.5000
Shrapnel=0.5000
Explosive=1.0000
Explosive_NoBuilding=1.0000
Shell=1.0000
Shell_NoBuilding=1.0000
Flamethrower=1.0000
TiberiumRaw=-4.0000
TiberiumBullet=-2.5000
TiberiumShrapnel=-1.0000
C4=2.0000
Laser=1.0000
Laser_NoBuilding=1.0000
Repair=1.0000
IonCannon=1.0000
Nuke=1.0000
Fire=1.0000
Chem=-4.0000
Electric=1.0000

Visceroid=1.0000
Earth=1.0000
RegenHealth=1.0000
BlamoKiller=10000.0000
Death=10000.0000
Harmless=0.0000

What this means is, for example, a mutant coming up against a laser would do normal laser damage to him, hence the 1.0 ratio. If a ratio is 1.0, it means the warhead will do standard damage. If it is less than 1.0, the warhead will do less damage than usual, and if above 1.0, do more damage than usual. If a ratio is in the negatives, it will actually heal the character. Here are a few facts.

Coming up against explosives, flamethrowers and chemical warriors take less damage than usual.

You would have to fire 10 rounds of flame at a flamethrower to do the equivalent of 1 flame normal damage. So, you would have to fire a whole clip of flame rounds at a flamethrower to do the equivalent of 10 flames against normal skin to him. You can see how effective this is.

Mutants have more self defence against tank shells and shrapnel than normal soldiers. In fact, they both do half the damage to mutants as they do to soldiers.

If you picked up a chemical sprayer and attacked a chemical warrior with it, it would do absolutely nothing to him.

Flamethrowers don't take more damage from chemical based weapons than normal. Vice versa, chemical warriors and mutants don't take more damage than normal from a flamethrower.

Unless of course you decide to be cheap and modify the file
