Subject: Why is it that repair units can not repair themselves?
Posted by gibberish on Wed, 23 Jun 2004 22:54:25 GMT
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Loads of games do it:

- Renegade
- Orginal C&C
- Warcraft/Starcraft
- Ground Control.

You can get a repair/medic unit that often can repair infantry, vehicles or both.
However they don't self repair (eg. Hotwire can't heal herself *).

My question is why?

In all of these games you can get two of the units and they can repair each other so as a commander it just means you always have to move them round in pairs.

If the argument is that the unit would be too powerful if you allow it to self repair why let a second identically unit repair it?

* - I know there is a C4 bug with Renegade which lets hotwire heal but it was not the intent of the original programmers.

Subject: C4 Bug
Posted by conman231 on Wed, 23 Jun 2004 23:19:53 GMT
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whats this c4 bug, how do u do it?

Subject: Why is it that repair units can not repair themselves?
Posted by mrpirate on Wed, 23 Jun 2004 23:34:43 GMT
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You're forgetting the tiberium mutants, one of which can heal itself, although its name escapes me.

In some games--take XMP, for example--units are able to heal/regenerate themselves, but Renegade is not one of those games. In Renegade, self-healing would be--and is, if extras are allowed--annoying and stupid.

Subject: Re: C4 Bug

Posted by Jaspah on Thu, 24 Jun 2004 00:03:21 GMT
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conman231whats this c4 bug, how do u do it?

If you throw a C4 on a engineer and it's in their HUD they can target it and it will heal them as well as disarming the C4.

Subject: Why is it that repair units can not repair themselves?
Posted by Blazer on Thu, 24 Jun 2004 00:17:03 GMT
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You can get another hotwire/tech to throw a proxy mine in your face. Then in first person view you can aim for it, and your repair beam will hit it and heal you.

The last time this happend, I was standing there repairing myself, and I typed an F2 message "Muhahaha I am invincible!" and then the Nod harvester ran me over

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Subject: Why is it that repair units can not repair themselves?
Posted by z310 on Thu, 24 Jun 2004 01:00:31 GMT
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Subject: Why is it that repair units can not repair themselves?
Posted by npsmith82 on Thu, 24 Jun 2004 01:51:15 GMT
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I'd say to encourage a little extra team work, especially with Renegade.

Subject: Why is it that repair units can not repair themselves?
Posted by TheGunrun on Thu, 24 Jun 2004 02:27:15 GMT
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I remeber this time when i orginized this hotwire tri-heal technique i made in cncvolcano. One hotwire healed me i healed an other hotwire and that hotwire healed the one healing me. IT was a freek'n 3some. We ran though the tib field in a curcular pattern and came out the other end and destroyed all of the buildings. It was very fun, so fun i had a freeking nerdgazim   I wish I could relive that feeling i had when i first played renegade back in 2002. Time sure flew...

Subject: Why is it that repair units can not repair themselves?
Posted by Spice on Thu, 24 Jun 2004 03:25:03 GMT
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if a Tech or enginer throws a c4 on you , you can use the free lok and disarm it. Just got done doing that as a matter of fact on a clanner

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Subject: Why is it that repair units can not repair themselves?
Posted by SuperFlyingEngi on Thu, 24 Jun 2004 04:13:01 GMT
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In Starcraft, it wouldn't make sense for, say, the SCV to repair itself because it would have to weld itself back together using what is basically a boom arm. And the probe just shoots lightning in front of it and stuff happens. Maybe it's beam cannon thing can only shoot straight forwards, in which case it would have to exist in two places simultaneously to work. And medics shouldn't be able to heal themselves because people only operate on themselves in movies like Ronin [OK, Robert DeNiro only helped operate on himself in this, but the point remains the same.]

Subject: Why is it that repair units can not repair themselves?
Posted by gibberish on Thu, 24 Jun 2004 04:46:09 GMT
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SuperFlyingEngiIn Starcraft, it wouldn't make sense ...

I must admit it would be rather amusing if you went to get your car fixed and the mechanic came out with a repair gun. Pointed it at your car and fired blue light at it for 30 seconds.

That is until he charged you 300 bucks for it

But games "bend" the truth all the time, hell if every game was completly realistic we would have war/combat games that took 12 months to complete playing every waking hour.

So I think bending it here is not really an issue.

In the case of RTS I think its pointless and irritating to always have to build two repair units so that they can heal each other, just change the game rules so one self heals.

I think Rengade is probably a different kettle of fish, principally because it wouldn't be a lot of fun going round in pairs all the time, hence adding self-healing here would really change the game.

Subject: Re: C4 Bug
Posted by Majiin Vegeta on Thu, 24 Jun 2004 11:14:02 GMT
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j4S[p]conman231whats this c4 bug, how do u do it?

If you throw a C4 on a engineer and it's in their HUD they can target it and it will heal them as well as disarming the C4.

i wonder if anybody still has my video i made of that
c4fit it was called and i deleted it on this computer

Subject: Why is it that repair units can not repair themselves?
Posted by Drkpwn3r on Thu, 24 Jun 2004 12:01:38 GMT
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mrpirateYou're forgetting the tiberium mutants, one of which can heal itself, although its name escapes me.
I believe the name of it was Templar

Subject: Why is it that repair units can not repair themselves?
Posted by mrpirate on Thu, 24 Jun 2004 14:46:30 GMT
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Isn't the Templar the one that runs really slowly?

Subject: Why is it that repair units can not repair themselves?
Posted by Drkpwn3r on Thu, 24 Jun 2004 15:53:17 GMT
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mrpirateIsn't the Templar the one that runs really slowly?
 :oops: I was just playing around some on Ren, didn't play very long, but I checked the name again, you're right, my mistake, it was an Initiate :rolleyes:

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

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$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 equivelant of 1 flame normal damage. So, you would have to fire a whole clip of flame rounds at a flamethrower to do the equivelant 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

Subject: Why is it that repair units can not repair themselves?
Posted by Alkaline on Thu, 24 Jun 2004 18:28:16 GMT
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well, ROTC has it   Medic can healhimself...but on the same sense if his killed he can't put a syringe onto himself.

Anyway, I think it has to do with balance. I mean you could have ininfite health if this were allowed.

Subject: Why is it that repair units can not repair themselves?
Posted by icedog90 on Sat, 26 Jun 2004 00:12:52 GMT
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You can heal yourself in RenAlert. As a medic, shoot the ground with your repair gun and the splash damage will heal you.

Subject: Why is it that repair units can not repair themselves?
Posted by Jaspah on Sat, 26 Jun 2004 02:28:03 GMT
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Alkalinewell, ROTC has it   Medic can healhimself...but on the same sense if his killed he can't put a syringe onto himself.

Anyway, I think it has to do with balance. I mean you could have ininfite health if this were allowed.

You can do the same thing with Enemy Territory, too.

Subject: Re: C4 Bug
Posted by weetbix on Sat, 26 Jun 2004 09:50:45 GMT
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Majiin Vegetai wonder if anybody still has my video i made of that
c4fit it was called and i deleted it on this computer

If thats the one with TwaAudi (as a Hotwire in the Barracks and a Nod Engineer diffusing the C4 on his head) in it then I have it.

It's one of the few videos that I've kept after downloading.

Subject: Re: Why is it that repair units can not repair themselves?
Posted by npsmith82 on Sat, 26 Jun 2004 16:13:17 GMT
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gibberishLoads of games do it:

- Ground Control.

You can get a repair/medic unit that often can repair infantry, vehicles or both.
However they don't self repair (eg. Hotwire can't heal herself *).

My question is why?
The combat engineer vehicle in Ground Control 2, can repair infantry, vehicles and himself. Just place it in deploy mode.

Subject: Re: C4 Bug
Posted by havocide3 on Tue, 29 Jun 2004 00:57:23 GMT
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Majiin Vegetaj4S[p]conman231whats this c4 bug, how do u do it?

If you throw a C4 on a engineer and it's in their HUD they can target it and it will heal them as well as disarming the C4.

i wonder if anybody still has my video i made of that
c4fit it was called and i deleted it on this computer

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you posted it on the pits