Subject: Picked-up weapons
Posted by splnwezel on Mon, 18 Oct 2004 08:47:05 GMT
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Just a quick question: do picked up weapons cause less damage then the purchased character's weapon.
ex: Deadeye, shoot a guy in the foot, causes 100 damage
    Hotwire, kills Deadeye, gets sniper rifle, and causes 70 damage to same foot
One of my clan members was involved in such a test, and thought this was odd. Any clarification on this would be great.

Subject: Picked-up weapons
Posted by Aircraftkiller on Mon, 18 Oct 2004 08:50:58 GMT
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There is a specific Sniper Rifle preset made for spawning weapons, which is considerably weaker than the standard n00b cannon Sniper Rifle\Ramjet Rifle.

Subject: Picked-up weapons
Posted by splnwezel on Tue, 19 Oct 2004 12:25:32 GMT
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Ah, OK. Makes sense. I figure since the 1K characters have 350 hit points, and damage multiplier is 5 for headshots, then it still allows headshot kills with the spawned weapon. Any less than a preset value of 70 wouldn't allow that. Thanks Aircraftkiller.

Subject: Picked-up weapons
Posted by flyingfox on Wed, 20 Oct 2004 00:58:31 GMT
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You'd be not only correct there, but smart. I dunno about other spawned weapons, but haven't noticed any differences in their damage.

Subject: Picked-up weapons
Posted by z310 on Wed, 20 Oct 2004 04:46:29 GMT
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I thought I was crazy.