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Subject: can you ?

Posted by [RaptorA](#) on Thu, 17 Aug 2006 13:41:31 GMT

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hey guys.

im running a server but i want to give it a bit of personality to it, but i dont really know wt to do, im a lil n00bish at LE and other stuff.

i was wondering if anyone could make me a server side mod?

there are a few things that i want some visual and some to change how the game would be played. the list as follows:

(also tell me if they could correct glitching or lag)

(also if its possible to do)

Maps:

Base Defence on maps like walls\_flying and island. (turret and guardtower)

ref has 3 credits every second and get 800 credits for harvy drop. (on all standard maps inc cp1 (not cp2 dont use them maps really))

plays a sound track to the mood of the map (ie on feilds = sniper.mp3)

Inf:

two tech units per team. one of the techs has the repair gun (strong) and also cost 500 credits and the gun dose double the fix rate. (this tech has no remotes and no proix and only 1 timed). and the other tech has 3 remotes and 2 timed and has proix and rocket launcher (weak) and cost 600 credits

sbh cost 550 credits also u can see them constantly but only just (u need to have a good eye to spot them)

god unit (kane=nod and lock=gdi) both cost 3500 credits, both have 500 sniper, both have repair gun (strong), both have rocketlauncher(strong) kane has railgun and lock has pic. both have 300 HP and 400 health

Vecs:

mammy gos slower (25% slower) but has faster reload rate (40% faster) and the missiles go further (30% further)

flamer gos faster (20% faster)

hummer has more armor (%30 more) and cost 500 credits

can see stanks further away (10% further)

MLRS has 12 rockets but each one dose less damage (40% more)

buggy is faster (15% faster) cost 350 credits

harvys go faster (20% faster) tib dose less damage (80% less)

weapons:

ramjets have a slower reload time (40% longer)

repair gun dose a better job (strong) (100% more)

all C4 have more armor (100% more) (to counteract the repgun)

Others:

Have "shop" where u can buy individual weapons.

i think thats about it.

so if anyone could do this for me or has a detiled tut on how to do this for my self plz post.  
PS not every thing has to be done, only just as long as its balanced for the opposit team.

Thanks to anyone who is willing to take thire time for me.

Thanks

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Subject: Re: can you ?

Posted by [bisen11](#) on Thu, 17 Aug 2006 17:07:23 GMT

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Just a suggestion. Since the god units cost that much maybe you should make it so they can't be run over by vehicles either. If it's possible.

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Subject: Re: can you ?

Posted by [RaptorA](#) on Thu, 17 Aug 2006 17:30:20 GMT

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hum ye sounds good never actualy thought of that

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Subject: Re: can you ?

Posted by [xptek](#) on Thu, 17 Aug 2006 19:44:46 GMT

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Quote:two tech units per team. one of the techs has the repair gun (strong) and also cost 500 credits and the gun dose double the fix rate. (this tech has no remots and no proix and only 1 timed). and the other tech has 3 remots and 2 timeds and has proix and rocket launcher (weak) and cost 600 creditsp

Not possible. You can't change weapon damage server-side.

Quote:

sbh cost 550 credits also u can see them constently but only just (u need to have a good eye to spot them)

Not possible.

Quote:

mammy gos slower (25% slower) but has faster reload rate (40% faster) and the missiles go

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further (30% further)

Not possible.

Quote:

flamer goes faster (20% faster)

Not possible.

Quote:

hummer has more armor (30% more) and cost 500 credits

Might want to reconsider this one. GDI needs a cheap vehicle for early in the game as well. Would make the Nod buggy pretty unbalanced.

Quote:

can see stinks further away (10% further)

Not possible.

Quote:

MLRS has 12 rockets but each one does less damage (40% more)

Not possible.

Quote:buggy is faster (15% faster) cost 350 credits

Not possible.

Quote:harvys go faster (20% faster) they do less damage (80% less)

Can't change the harvester speed without the client seeing significant warping. Could probably change the Tiberium damage.

Quote:

ramjets have a slower reload time (40% longer)

repair gun does a better job (strong) (100% more)

all C4 have more armor (100% more) (to counteract the repair gun)

Not possible.

Quote:

Have "shop" were u can buy indervidual weapons.

This could be done pretty easily with scripts.dll, but it kind of defeats the whole "character classes" thing.

A lot of the stuff you want to change is controlled client-side.

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Subject: Re: can you ?  
Posted by [LR01](#) on Fri, 18 Aug 2006 08:06:05 GMT  
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But the harvester speed,  
I'm sure there are servers there it goes faster on...  
and isn't all the speed serversided, cuz the server says where every1 is.

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Subject: Re: can you ?  
Posted by [RaptorA](#) on Fri, 18 Aug 2006 09:31:09 GMT  
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well realy i dont think he knows wt hes talking about (no offence) coz i have some one working on it and hes already got speeds, fire rates, damage, and the gods already made they just need tuning XD  
but ill keep u guys posted incase anyone wants to help out

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Subject: Re: can you ?  
Posted by [Tunaman](#) on Fri, 18 Aug 2006 09:47:47 GMT  
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LR01 wrote on Fri, 18 August 2006 04:06But the harvester speed,  
I'm sure there are servers there it goes faster on...  
and isn't all the speed serversided, cuz the server says where every1 is.  
Go in the St0rm AOW server and you'll see a pretty dang fast harvester there.. But for all the other vehicles I'm pretty sure it'd make you look pretty laggy if you changed the speeds.

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Subject: Re: can you ?  
Posted by [RaptorA](#) on Fri, 18 Aug 2006 10:07:23 GMT  
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well the speeds have been changed for vecs and have been tested and it looks ok no laggy only problem is the harvy is like faster then a buggy XD and it looks daft

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