
Subject: armor.ini in the always2.dat
Posted by [Titan1x77](#) on Sun, 03 Jul 2005 16:28:42 GMT
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I compared the armor.ini in the always.dat with the one in the always2.dat and I found why the ramjet does so much damage to light vehicles.

Westwood somehow screwed up the settings for the Shrapnel warhead.

this is what it looks like in the always.dat

Quote:[Scale_CNCVehicleLight]

None=1.0000
Steel=0.2000
Steel_NoBuilding=0.2000
Shrapnel=0.1000
Explosive=0.3000
Explosive_NoBuilding=0.3000
Shell=0.5000
Shell_NoBuilding=0.5000
Flamethrower=0.3500
TiberiumRaw=0.0000
TiberiumBullet=0.6000
TiberiumShrapnel=0.2000
C4=2.0000
Laser=0.4000
Laser_NoBuilding=1.0000
Repair=1.0000
IonCannon=0.4000
Nuke=0.5000
Fire=1.0000
Chem=0.0500
Electric=1.0000
Visceroid=0.5000
Earth=0.5000
RegenHealth=1.0000
BlamoKiller=10000.0000
Death=10000.0000
Harmless=0.0000

[Scale_CNCVehicleMedium]

None=1.0000
Steel=0.2000
Steel_NoBuilding=0.2000
Shrapnel=0.1000
Explosive=0.3000
Explosive_NoBuilding=0.3000
Shell=0.5000

Shell_NoBuilding=0.5000
Flamethrower=0.3500
TiberiumRaw=0.0000
TiberiumBullet=0.6000
TiberiumShrapnel=0.2000
C4=2.0000
Laser=0.4000
Laser_NoBuilding=1.0000
Repair=1.0000
IonCannon=0.4000
Nuke=0.5000
Fire=1.0000
Chem=0.0500
Electric=1.0000
Visceroid=0.5000
Earth=0.5000
RegenHealth=1.0000
BlamoKiller=10000.0000
Death=10000.0000
Harmless=0.0000

[Scale_CNCVehicleHeavy]

None=1.0000
Steel=0.1500
Steel_NoBuilding=0.1500
Shrapnel=0.0250
Explosive=0.3000
Explosive_NoBuilding=0.3000
Shell=0.5000
Shell_NoBuilding=0.5000
Flamethrower=0.1750
TiberiumRaw=0.0000
TiberiumBullet=0.3000
TiberiumShrapnel=0.1000
C4=2.0000
Laser=0.4000
Laser_NoBuilding=1.0000
Repair=1.0000
IonCannon=0.4000
Nuke=0.5000
Fire=1.0000
Chem=0.0500
Electric=1.0000
Visceroid=0.5000
Earth=0.5000
RegenHealth=1.0000
BlamoKiller=10000.0000
Death=10000.0000

Harmless=0.0000

and this is in the always2.dat

Quote:[Scale_CNCVehicleLight]

None=1.0000

Steel=0.2000

Steel_NoBuilding=0.5000

Shrapnel=0.3000

Explosive=0.3000

Explosive_NoBuilding=0.3000

Shell=0.5000

Shell_NoBuilding=0.5000

Flamethrower=0.3500

TiberiumRaw=0.0000

TiberiumBullet=0.6000

TiberiumShrapnel=0.2000

C4=2.0000

Laser=0.4000

Laser_NoBuilding=1.0000

Repair=1.0000

IonCannon=0.4000

Nuke=0.5000

Fire=1.0000

Chem=0.0500

Electric=1.0000

Visceroid=0.5000

Earth=0.5000

RegenHealth=1.0000

BlamoKiller=10000.0000

Death=10000.0000

Harmless=0.0000

CNC_Flamethrower=0.3500

CNC_Chem=0.6000

[Scale_CNCVehicleMedium]

None=1.0000

Steel=0.2000

Steel_NoBuilding=0.2000

Shrapnel=0.1000

Explosive=0.3000

Explosive_NoBuilding=0.3000

Shell=0.5000

Shell_NoBuilding=0.5000

Flamethrower=0.3500

TiberiumRaw=0.0000

TiberiumBullet=0.6000

TiberiumShrapnel=0.2000

C4=2.0000
Laser=0.4000
Laser_NoBuilding=1.0000
Repair=1.0000
IonCannon=0.4000
Nuke=0.5000
Fire=1.0000
Chem=0.0500
Electric=1.0000
Visceroid=0.5000
Earth=0.5000
RegenHealth=1.0000
BlamoKiller=10000.0000
Death=10000.0000
Harmless=0.0000
CNC_Flamethrower=0.3500
CNC_Chem=0.6000

[Scale_CNCVehicleHeavy]
None=1.0000
Steel=0.1500
Steel_NoBuilding=0.1500
Shrapnel=0.0250
Explosive=0.3000
Explosive_NoBuilding=0.3000
Shell=0.5000
Shell_NoBuilding=0.5000
Flamethrower=0.1750
TiberiumRaw=0.0000
TiberiumBullet=0.3000
TiberiumShrapnel=0.1000
C4=2.0000
Laser=0.4000
Laser_NoBuilding=1.0000
Repair=1.0000
IonCannon=0.4000
Nuke=0.5000
Fire=1.0000
Chem=0.0500
Electric=1.0000
Visceroid=0.5000
Earth=0.5000
RegenHealth=1.0000
BlamoKiller=10000.0000
Death=10000.0000
Harmless=0.0000
CNC_Flamethrower=0.1750
CNC_Chem=0.3000

they ended up making it 3x stronger against light armor!! Not only that but it's more powerful than steel(which is used for rockets)...if this was to be fixed back to how it originally was im sure we wouldnt have as many people crying about the ramjet.

can an update to the armor.ini be included in the CP2?

Or would this cause a mismatch between the server and client if the client didnt have CP2?
