Subject: Re: MRLS or Artillery?
Posted by Jerad2142 on Thu, 25 Jan 2007 05:02:07 GMT

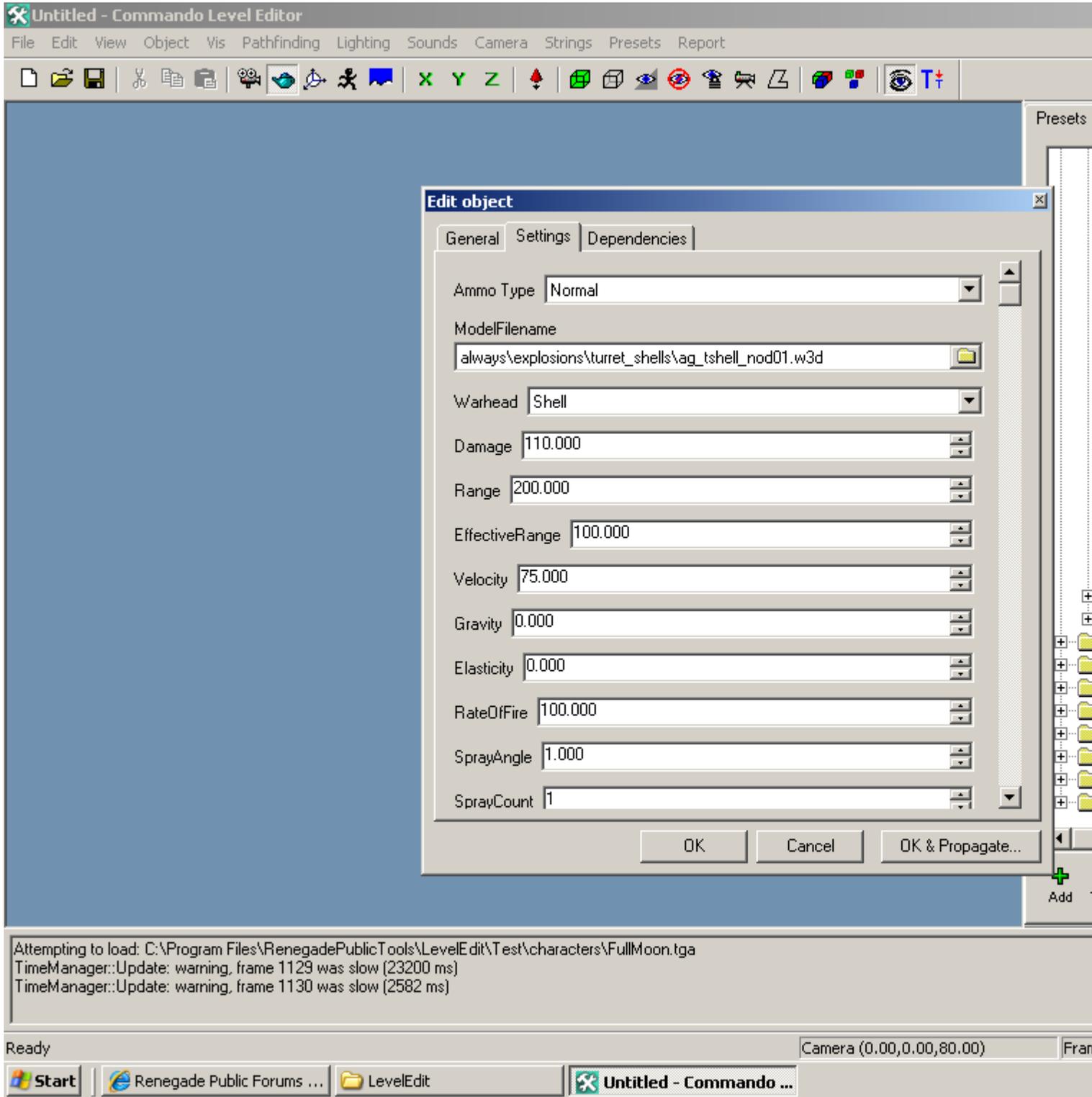Okay here look for your selves:

They both have the same warhead, MRLS = 2 less damage in the end.

File Attachments
1) ARTY.png, downloaded 690 times

Untitled - Commando Level Editor

File   Edit   View   Object   Vis   Pathfinding   Lighting   Sounds   Camera   Strings   Presets   Report

Presets

Edit object

General | Settings | Dependencies

Ammo Type   Normal

ModelFilename

always\explosions\turret_shells\ag_tshell_nod01.w3d

Warhead   Shell

Damage   110.000

Range   200.000

EffectiveRange   100.000

Velocity   75.000

Gravity   0.000

Elasticity   0.000

RateOfFire   100.000

SprayAngle   1.000

SprayCount   1

OK   Cancel   OK & Propagate...

Add

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Test\characters\FullMoon.tga
TimeManager::Update: warning, frame 1129 was slow (23200 ms)
TimeManager::Update: warning, frame 1130 was slow (2582 ms)

Ready   Camera (0.00,0.00,80.00)   Fram

Start | Renegade Public Forums ... | LevelEdit | Untitled - Commando ...

2) MRLS.png, downloaded 705 times

Untitled - Commando Level Editor

File   Edit   View   Object   Vis   Pathfinding   Lighting   Sounds   Camera   Strings   Presets   Report

Presets

Edit object

General | Settings | Dependencies

Ammo Type   Normal

ModelFilename

always\weapons\ammo\tracers\rocket launcher\ag_rocketl.w3d

Warhead   Shell

Damage   18.000

Range   200.000

EffectiveRange 50.000

Velocity   30.000

Gravity   0.000

Elasticity   1.000

RateOfFire   3.000

SprayAngle   5.000

SprayCount   1

OK   Cancel   OK & Propagate...

Add

Obsolete deform chunk encountered in mesh: .DUMMY
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Test\characters\havoc\FullMoon.tga
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Test\characters\FullMoon.tga

Ready   Camera (0.00,0.00,80.00)   Fram

🏁 Start | 🌐 Renegade Public Forums ... | 📁 LevelEdit | 🔧 Untitled - Commando ...