Subject: Re: MRLS or Artillery?
Posted by Jerad2142 on Thu, 25 Jan 2007 05:02:07 GMT
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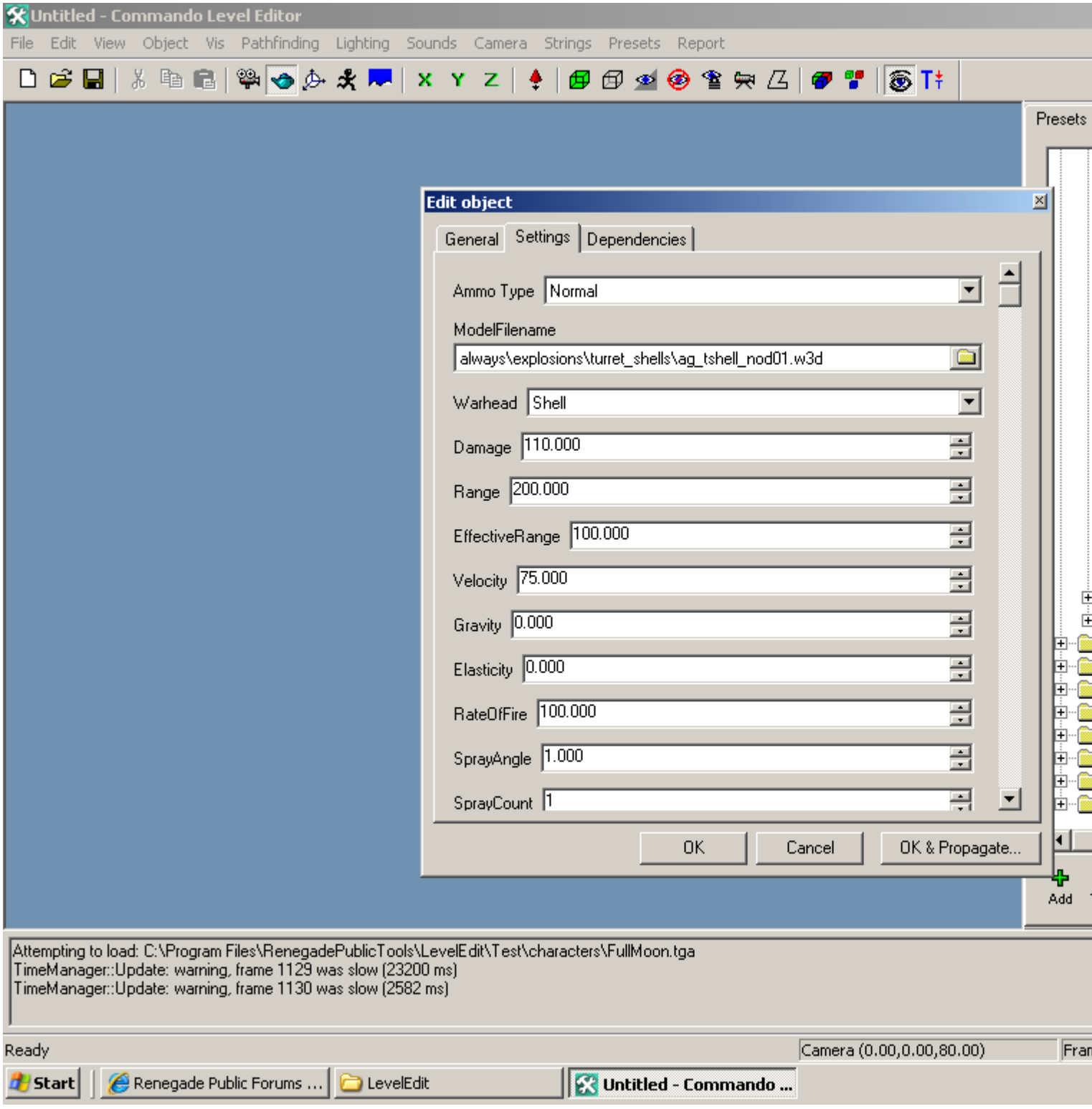
Okay here look for your selves:

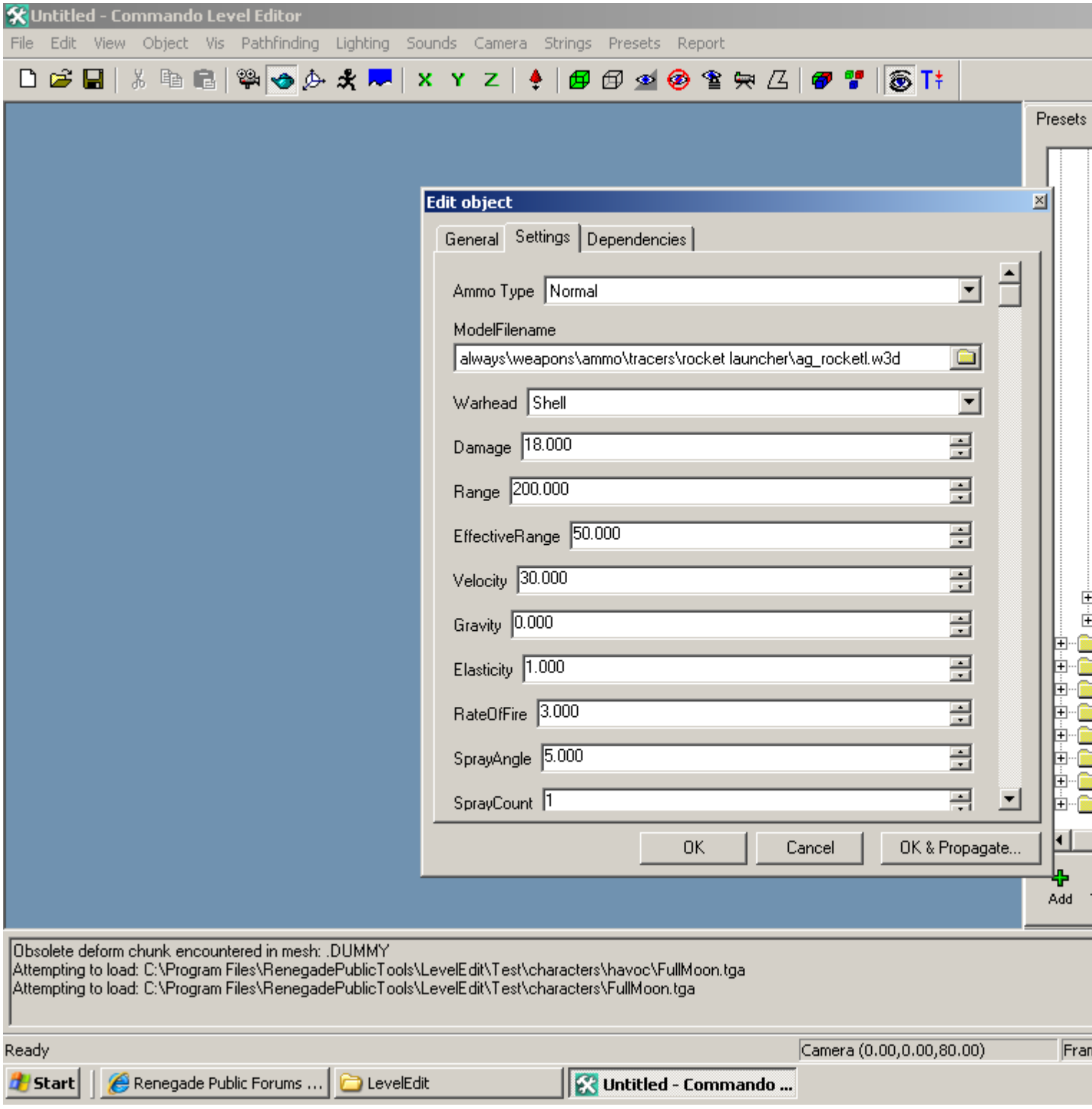
They both have the same warhead, MRLS = 2 less damage in the end.

File Attachments

1) ARTY.png, downloaded 268 times



2) MRLS.png, downloaded 281 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)
Start
Renegade Public Forums ...
LevelEdit
Untitled - Commando ...