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Subject: Re: Some balance things I've been thinking about

Posted by [iRANian](#) on Fri, 14 Apr 2017 11:03:40 GMT

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Flipped tank destruction can be disabled in TT server in the TT.INI file or whatever it's called.

The screenshake thing can be done with ttf objects.ddb...basically 4.0 clients download a server specific objects.ddb file when joining the server..it has all the screenshake enabled except for arty.

With splash range it shouldn't be that much of an issue. The main problem is that it will still be hard to kill Hotwires behind mammoth tanks.

The proxy c4 not disarming when leaving plugin was released by me a few years ago, WhiteDragon and I worked on it and WhiteDragon pointed out something crucial to get it working.

C4 is based on distance yes but it's only checked once per server frame, if SFPS is 60 it's about every 16.6ms.

The map variations can be done server-side...because you're just adding objects (Guard Tower/Turret, container etc) which are already part of the game, you just spawn them at game start.

pointsmod changes the way the game calculates points (and you get credits from getting points), normally you get a lot of points for damaging green health, less when damaging yellow health and even less when damaging red health. But with pointsmod it's a constant low amount of points.

I don't see how lowering proxy c4 ammo to 2 makes mining a chore...you just refill almost immediately. I guess when mining stairs it's a bit of an issue.

I've fixed the proxy c4 door issue before on my test server years back by reimplementing the logic for proxy c4 detonation so the Z-height (vertical height check) is decreased..that fixed it.

I don't want to be concerned about there being mines i can't see above doors that's why i want to have it fixed.

You can only constantly shoot enemy buildings if you have field if the enemy team sucks really bad...which is why the original score system gives you a lot of points for shooting green health vehicles...so you get points damaging enemy tanks defending. With pointsmod you can just camp your entrance with teched up tanks and win on points if you block your harvester.

Yeah it's possible to disable tank reload on neutral vehicles with TT...but that's not an issue. The issue is that PIC and railgun are instant hit and do 80 hp damage. I'd rather have a rocket launcher do a lot of damage because they actually take SOME skill to use. If you fight tanks you can dodge their shells but against PIC/railgun it's instahit??? fucking dumb.

Well for scope u need to have both the green and the black outline imo. Infinite ammo is pretty dumb on pic/railgun and snipers.

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