Subject: For all server owners
Posted by flyingfox on Tue, 26 Apr 2005 18:27:28 GMT
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I have a request for all server owners running AOW servers. would it be possible for you to write a script which gives each team's basic shotgunner a standard rocket launcher AFTER the barracks is destroyed? I mean a normal one, not a fast shooter. this would really help with boring games with no barr and enemy vehicles everywhere. I think it would be fair because neither team has a good basic unit for fighting against heavy armor, and since the rocket launcher is non seeking it would be very fair to the other team. apart from this, a level like city fly is pointless to play with a basic Nod character but at least with a rocket launcher you could shoot at things from the tunnel/bridge.

Subject: For all server owners
Posted by Cat998 on Tue, 26 Apr 2005 20:04:51 GMT
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Yes, its possible, but I dont think that it is a good idea to do that :rolleyes:

Subject: For all server owners
Posted by almor999 on Tue, 26 Apr 2005 21:19:55 GMT
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There is no way we are doing that. We like Renegade the way it is.. if your team loses the barracks.. only free infantry.

Subject: For all server owners
Posted by flyingfox on Tue, 26 Apr 2005 21:26:39 GMT
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Quote:There is no way we are doing that

Then why are you posting here?

Subject: For all server owners
Posted by OnfireUK on Tue, 26 Apr 2005 22:31:08 GMT
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because you requested to server owners, i'm guessing he is a server owner and he is replying to your request ?

Subject: For all server owners
Posted by flyingfox on Tue, 26 Apr 2005 23:50:15 GMT
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then don't spam this post please. i'm only looking for server owners that think this is a good idea and would improve the fun factor of the game for both sides. I would also like them to post here if they write the script and/or choose to run it on their server.

Subject: For all server owners
Posted by EatMyCar on Wed, 27 Apr 2005 00:33:57 GMT
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i think renegade needs a total overhaul,but im not going to go on. i love the shotgun,but i would not mind the 'Rocket Soilder' brought back instead of the Shotgun Trooper,then replace the Rocket Officer with a Shotgun trooper(if you get my drift,the Rocket Officer is uselss anyway for GDI. it breaks my heart when i have to play with a RKO,instead of a Gunner.

Subject: For all server owners
Posted by ghostSWT on Wed, 27 Apr 2005 01:15:27 GMT
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wait first is this what you want to se on everyone's server or yours? If (every ones) then go to END

else
i can do that... would you want to take away the shotgun from them? and what scripts.dll are you running on your server?

END..... dont think that will happen

Subject: For all server owners
Posted by flyingfox on Wed, 27 Apr 2005 10:40:09 GMT
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sorry I don't have a server, I might consider renting a 20 player for a few months to try this out. but could you write this script and include it in the latest scripts.dll? (or send it to jonwil for the next version)

just replace their shotgun with a rocket launcher, the normal 6 round slow one. and include a variable that acts as a flag to use the function or not, from the server.ini..

Subject: For all server owners
Posted by Nightma12 on Wed, 27 Apr 2005 18:21:28 GMT

i will only be running this on my serv if the rocket solider has 1 clip & only 3 bullets

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Subject: For all server owners
Posted by Chronojam on Wed, 27 Apr 2005 20:12:42 GMT

I would miss the shotgun too much.

Why not fix the GDI vs Nod rifle soldier damage? Or remove flamer/grenadier and give a rocket soldier?

Subject: For all server owners
Posted by flyingfox on Fri, 29 Apr 2005 15:47:47 GMT

1: needs fixed anyway, I hope it is fixed in new bhs maps

2: not a bad idea either, but the flame troop and grenadier are good units, they just aren't good at defending a base. the flamethrower is also the Nod™ weapon of enjoyment, I would hate to see it go.

Subject: For all server owners
Posted by Deathgod on Tue, 03 May 2005 22:59:36 GMT

I was under the impression they thought the GDI vs Nod rifle soldier difference was a feature and not a bug.

As for the rocket soldier issue, I would miss the shotgunner a lot, and you already have grenadiers on GDI. I don't know if the flamethrower can be helped, really.

Subject: For all server owners
Posted by Renx on Tue, 03 May 2005 23:56:15 GMT

Learn how to use the grenadier, it does more than enough damage. It will kill a stank in less than 2 clips.

Subject: For all server owners
Posted by flyingfox on Wed, 04 May 2005 00:09:29 GMT
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well ghost, or anyone, are you willing to do this script? If the shotgun is a problem let them keep it...I just want to play in a server that doesn't render you screwed without a hon/bar for us infantry only people.

Subject: For all server owners
Posted by Cat998 on Wed, 04 May 2005 12:40:22 GMT
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Subject: For all server owners
Posted by Kanezor on Wed, 04 May 2005 16:55:42 GMT
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This is an interesting concept. I'm not opposed to getting rid of (or moving) the shotgunners as basic infantry... were there shotgunners in the origional C&C? No... Plus, shotgunners are kinda useless except in very close range. And you are right about not having a hand/barracks... it makes it damn near impossible to go anti-vehicle. Sure, the grenadier and flamethrower are decent (at best) at killing vehicles, but they're nothing compared to a simple rocket launcher.

I'd be willing to modify scripts.dll, but I'm not totally sure what I'd need to do, being that I've never worked with scripts.dll. Contact me if you're like me to try.