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Subject: Shield settings and buildings

Posted by [jonwil](#) on Wed, 14 Apr 2004 09:55:09 GMT

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My tests seem to indicate that the game ignores shield settings for a building. Specifically, if you give a building a shield strength of 1000, a max shield strength of 1000 and a shield type of Blamo (blocks everything except BlamoKiller), you can still blow it up with an orca.

Can anyone shed any light on this?

Anyone know anything more about shield settings and buildings?

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Subject: Shield settings and buildings

Posted by [Cpo64](#) on Wed, 14 Apr 2004 19:22:17 GMT

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Thats intresting, I have never noticed that, but I have never looked into it.

Is it only the orca that is able to damage it? or do all weapons still damage it?

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Subject: Shield settings and buildings

Posted by [Goltergau](#) on Wed, 14 Apr 2004 19:32:21 GMT

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i had this problem with mg turrets too... i solved the problem by removing them

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Subject: Shield settings and buildings

Posted by [TheKGBspy](#) on Wed, 14 Apr 2004 19:57:39 GMT

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Quote:My tests seem to indicate that the game ignores shield settings for a building. Specifically, if you give a building a shield strength of 1000, a max shield strength of 1000 and a shield type of Blamo (blocks everything except BlamoKiller), you can still blow it up with an orca.

Can anyone shed any light on this?

Anyone know anything more about shield settings and buildings?

hum.. is that because of a modified armor.ini?

remember the bug where the flame trower can disarm c4? or flame weapon to crash the game?

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Subject: Shield settings and buildings

Posted by [Goltergau](#) on Wed, 14 Apr 2004 19:58:54 GMT

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TheKGBspyhu,, is that because of a modified armor.ini?

remember the bug where the flame trower can disarm c4? or c4 to crash the game?

no i did not modify any file

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Subject: Shield settings and buildings

Posted by [xptek\\_disabled](#) on Wed, 14 Apr 2004 22:28:34 GMT

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If you dont want it to take damage you can set health, shield, etc. to -1 and set the points to 0.

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Subject: Shield settings and buildings

Posted by [jonwil](#) on Thu, 15 Apr 2004 00:19:34 GMT

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All weapons I think.

Anyhow, because I cant get the shield settings to work on buildings, I cant get my script for making them temporarily beacon-proof working.

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Subject: Shield settings and buildings

Posted by [Sanada78](#) on Thu, 15 Apr 2004 00:38:53 GMT

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You could instead try and make the beacon weapon emit no damage for a certain period?

I have very little knowledge on how you do these things, but it might be a way to do it.

RenAlert managed to make the mechanic repair gun only repair vehicles didn't they? Surely it can be done for damaging something too?

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Subject: Shield settings and buildings

Posted by [htmlgod](#) on Thu, 15 Apr 2004 02:16:18 GMT

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Renalert's mechanic is just a modification of the .ini configuration files, that made the repairgun only repair vehicle-type and building-type armors (As opposed to everything). It wouldn't be that difficult to make a weapon that emits no damage, the real tricky part is determining where the airstrike occurs, because it has to correspond to the place where the projectile hit. I think its probably possible by monitoring the engine when weapons fire, because the game knows where

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bullets hit - they leave bullet holes and such.

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Subject: Shield settings and buildings

Posted by [Madtone](#) on Thu, 15 Apr 2004 03:14:28 GMT

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Umm.. I think you replied in the wrong thread or just got the two mixed up or something, lol!

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Subject: Shield settings and buildings

Posted by [Cpo64](#) on Thu, 15 Apr 2004 03:25:14 GMT

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The skin of a structure, or a object desides how much damage the "warhead" does. The Sheild will absorb, part, or all of the warhead's damage. If the Sheild is set to 1 it will absorb 100% of the warhead, until there is no armour left. If its set too 0 all the damage will be passed onto the skin. .5 will pass only 50% of the damage to the skin and so on.

Useing armour there is no way to make a building immortal. you would have to change the warhead settings, or the skin settings to cause this.

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Subject: Shield settings and buildings

Posted by [jonwil](#) on Thu, 15 Apr 2004 03:39:00 GMT

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but it works just great for vechicles (the making immortal by changing the shield type). At least thats what it looks like to me

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Subject: Shield settings and buildings

Posted by [Cpo64](#) on Thu, 15 Apr 2004 07:35:38 GMT

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Then maybe I enterpreted it wrong :s well, wrong or not, it still don't work

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