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Fallout 3 sniper rifle strength requirement

» Tue Mar 15, 2011 3:36 am i am not a big FAN of VATS. Not only did it break the heat of the battle, but after the novelty wore on, it just began to feel like cheating (imo). So now I never use it, making cool perks like Sniper, Commando and Gunslinger useless. To fix them, I tried to change the Calculate function to reach chance (x1.25) to Calculate Gun Spread (x.75). I believed that instead of adding plus 25% of the chance of hitting VAT, this should reduce the spread by 25%, thereby increasing the chance of hitting using a defined weapon. Unfortunately, there does not seem to be a noticeable difference in the spread. Any ideas of what I am doing wrong, and/or suggestions for how to fix it? Crystal Clear Posts: 3552Joined: Wed Aug 09, 2006 4:42 am » Mon Mar 14, 2011 3:49 pm Actually, I have to try to create modifications before I make any real suggestions, but because I would be very interested in this mod I would suggest that you try it with a shotgun first. Since rifles have a very large spread, you should be able to see whether the difference is more noticeable. OJY Posts: 3462Joined: Wed May 30, 2007 3:11 pm » Mon Mar 14, 2011 3:59 pm Actually, I have to try to create modifications before I make any real suggestions, but because I would be very interested in this mod I would suggest that you try it with a shotgun first. Since rifles have a very large spread, you should be able to see whether the difference is more noticeable. In fact, I tested it with a sniper rifle shooting powers of around 450' (9600 game units) as a realistic ballistics mod I work with. At the range even a little dispersion spread (shows movement reticle) is very noticeable, or in this case, at Annika Marziniak Posts: 3416Joined: Wed Apr 18, 2007 6:22 am » Tue Mar 15, 2011 3:34 am Non-VATS sniper game can be quite interesting. First, get (or make yourself) a mod that disables Auto-Aim. For perks, better criticals are the best option and get your small weapons skills, stealth skills and agility up high. Chinese Stealth Suit is a must. Then it's a simple thing to sneak up, lining up to aim the body part of the crossroads and pulling the trigger. Btw, you can get killed by shooting from the limbs as well as the head. It's useful for mirelukes when they have your back to you as you can't get a clear shot in the head. This mod has a much better look rifle than a standard fo3. This also has a muted version of ultra-stealth kills. Jonathan Montero Posts: 3487Joined: Tue Aug 14, 2007 3:22 am » Tue Mar 15, 2011 1:03 am i don't think that's what he's talking about dude. From what I understand, he wants it so that taking Sniper Perk increases sniper accuracy for VATs.@OP: Hm, well, as I said, I haven't experienced it yet with the fashion that I have otherwise, but if you come up with something, I'll let you know. By Elizabeth Davis Posts: 3406Joined: Sat Aug 18, 2007 10:30 am » Tue Mar 15, 2011 at 12:36 am It was like my post point. With what I've proposed, you don't need the privilege of shooting targets at extreme range with a sniper rifle. In other words, if you see it, you can kill him, no matter how small he looks. I'll explain. When the automatic target is turned off, the weapon will shoot this projectile under the geometry of the weapon grid. On the vanilla sniper rifle (and most other vanilla weapon eyes), this causes bullets to affect about 1/3 of the road down from the center to the edge of the coverage image (Kriga SVD bullets hit very close to the center). Most of the eyes of custom weapons seem to hit the middle (kudos to them). FO3 doesn't seem to have much ballistic disembarkation either (bullets affect the lower that when they were designed for the long haul). Finally, there's min spread (0.00) and spread (1.00) values (that's what it probably means) for a sniper rifle. In the weapon skills 90+, crouched and volume image, you will have a spread of 0.00 (none at all). So the shot will hit what you're aiming for, no matter what range. Rhysa Hughes Posts: 3438Joined: Thu Nov 23, 2006 3:00 pm » Mon Mar 14, 2011 5:20 pm But it would be cool if he could choose to transfer. Is there a way to do what you said work only when you have a sniper perk? Because I think the point is not to make snipers more accurate on their own, it's a privilege to be more useful. Maybe I have a misunderstanding though... By Felix Walde Posts: 3333Joined: Sat Jun 02, 2007 4:50 pm » Mon Mar 14, 2011 7:22 pm Can anyone please explain what auto purpose actually works? I've heard about fashion to turn it off – but I don't know what I'll get rid of exactly. What does he do in the game - and what does it mean to turn it off? Sarah Edmunds Posts: 3461Joined: Sat Jul 08, 2006 8:03 pm » Mon Mar 14, 2011 9:59 pm Note that the so-called auto-aim remover doesn't actually turn it off, which fudge to break it so that it stops working. Just because there's no way to turn it off in the game. What she does (when running correctly) is to guide her photos to the target reticle. In the case of a vanilla sniper rifle, instead of shooting low, the bullets correctly hit where the reticule is directed and randomly adjusted to spread values. Stefanny Cardona Posts: 3352Joined: Tue Dec 19, 2006 8:08 pm » Tue Mar 15, 2011 12:32 am I think I find it hard perk set that increased my scope of permanence with sniper rifles, I don't know though. Adam Kriner Posts: 3448Joined: Mon Aug 06, 2007 2:30 am » Mon Mar 14, 2011 6:11 pm There is a very popular mod that adds many perks (forgot the name, sorry). Some of them help a lot of snipers, such as one that reduces the scope of the sway, and added damage while stationary. Try searching for it to Nexus. Eve (G) Posts: 3546Joined: Tue Oct 23, 2007 at 11:45 am » Mon Mar 14, 2011 7:05 pm Non-VATS sniper game can be quite fun. First, get (or make yourself) a mod that disables Auto-Aim. For perks, better criticals are the best option and get your small weapons skills, stealth skills and agility up high. Chinese Stealth Suit is a must. Then it's a simple thing to sneak up, lining up to aim the body part of the crossroads and pulling the trigger. Btw, you can get killed by shooting from the limbs as well as the head. It's useful for mirelukes when they have your back to you as you can't get a clear shot in the head. This mod has a much better look rifle than a standard fo3. This also has a muted version of ultra-stealth kills. Thanks Qilue, but I was mostly interested in perk question, especially why the CalculateGunSpread feature did not seem to work on my revised Sniper perk. In fact, I already have the auto target off, but the question for me is that some sniping long-distance gun spread can make an incredible difference. A miniscule sway of 100 feet can cause a backyard from the mark for long distances. As I mentioned, I tweak ballistics to be much closer to realistic accuracy and bullet drop, and calibrated scope (using TMR reticle) to allow Mil-based range to find and shot adjustment. It works well, even from ranges where the goal is visible only within the scope. In this pic I'm noting the guy about 12,000 game units (570') away. It is not visible to the naked eye. sight though, it looks like this. Please note that in that range I have to reach a height of about 2.3 miles, to ensure headshot. The problem is that the game uses the same ballistics for all weapons, so if you collect spread numbers to give sniper rifles acceptable accuracy, it makes all weapons a little too accurate at all levels. One way to have your cake and eat it is to use privileges that apply only to 2 handguns. Oh, and the silencer in that range game is useless because the range is more than twice the NPCs max detection distance Verity Hurding Posts: 3455Joined: Jul Sat 22, 2006 1:29 pm » Mon Mar 14, 2011 6:24 pm When nexus repair link should check shooter by Pelinor. Here's an excerpt from the read to me: Changes almost all aspects of shooting. Automatic purpose no longer has a significant impact on bullets. Projectiles will shoot when the weapon is directed. (Not 100%, but close enough.) The spread of weapons has been removed, except for guns and other distributed weapons. The weight of the weapon and how easy it is to hold, as well as the strength of character, affect the aspiration. Goal and crouching precise frames. Movement during shooting will greatly reduce accuracy. The goal will become more disrupted for a longer run, and to return to normal while walking or sitting. (Heavier weapons have more impact on this goal.) Reclining increases the group of shots, the longer you fire. (Returns to normal after shooting, causing the fire short explosions. Energy weapons must not withstand punishment.) The leaning is based on real-world parameters and calculations for each bullet: based on the weight, speed, charge and weight of the bullets. Wearing any Power Armor greatly reduces atthence and improves the ability to aim. Projectiles are much faster. (The speed of the bullets is close to real-world colleagues based on a range of effects.) Bullets act on gravity. (So the goal is slightly higher than the longer frames.) Grenades are also faster, up to real-world speed and less rebounding. NPC is a little more accurate. Tracers were removed at FOOK projectiles. (Optionally, including tracer of projectile mesh controls.) Includes DLC weapons and FOOK2 Beta accessories. Stacy Hope Posts: 3391Joined: Thu Jun 22, 2006 6:23 am » Mon Mar 14, 2011 3:36 pm Actually, I think I have ballistic elements assembled quite nicely. The main purpose of this thread is to change the privileges of combat (sniper, commando, gunslinger) so that they are valid for non-VAT users. Thomas LEON Posts: 3420Joined: Mon Nov 26, 2007 8:01 am » Mon Mar 14, 2011 6:30 pm There are indirect benefits for non-VAT users. Not taking these perks frees up slots for others, such as Black Widow, Intensive Training, Demolition Expert, Cyborg and a few others that are quite useful. Mandy Muir Posts: 3307Joined: Wed Jan 24, 2007 4:38 pm » Tue Mar 15, 2011 2:34 am There are indirect benefits for non-VATS users. Not taking these perks frees up slots for others, such as Black Widow, Intensive Training, Demolition Expert, Cyborg and a few others that are quite useful. Ah, I think you're still missing the point of this topic. The goal is not to ignore these privileges, but to find a way to make them useful to non-VAT users. Even mid-level characters in long-range shooting (e.g. in the ranges shown in the screen above) are a big challenge for the spread-induced shot drift. This is actually quite real. Being a good shooter with a rifle or handbag doesn't mean you're a good long-range shooter. Its a whole different skill set, covering the range of assessment, reading the wind, learning to lead the moving goal, and dozens of other factors. I see the remaking sniper privilege of not using VATS as representing the learning of these elements, which will increase the ability to achieve your goal. However, it seems that the feature, I think I should do, actually does not work. In addition, it seems that even the VATS version may not be irred too. There are some fashion supposedly to solve this problem. Time car posts: 3435Joined: Sat Oct 27, 2007 7:13 pm » Mon Mar Mar 2011 2:17 pm Ah, I think you're still missing the point of this topic. The goal is not to ignore these privileges, but to find a way to make them useful to non-VAT users. Even mid-level characters in long-range shooting (e.g. in the ranges shown in the screen above) are a big challenge for the spread-induced shot drift. This is actually quite real. Being a good shooter with a rifle or handbag doesn't mean you're a good long-range shooter. Its a whole different skill set, covering the range of assessment, reading the wind, learning to lead the moving goal, and dozens of other factors. I see the remaking sniper privilege of not using VATS as representing the learning of these elements, which will increase the ability to achieve your goal. However, it seems that the feature, I think I should do, actually does not work. Also, it seems that even the VATS version may not be nerfed too, seeing there are some fashion supposedly solved the problem. I'm getting the point, and in my opinion, what you're offering is superfluous. The 90+ small weapons, while crouched (sneaking), are not sway or spread using a sniper rifle (or any other weapon with Min Spread 0.00) even at extreme distance (max view distance). Pointing to my screenshot, I see you're standing. Try the same thing while crouched (sneaking). Ergo, you want to make mod forced to use perk you do not need with no VATS sniping. By Oliver Klosff Posts: 3436Joined: Sun Nov 25, 2007 1:02 am » Mon Mar 14, 2011 2:29 pm I get a point, and in my opinion, what you are offering is superfluous. The 90+ small weapons, while crouched (sneaking), are not sway or spread using a sniper rifle (or any other weapon with Min Spread 0.00) even at extreme distance (max view distance). Pointing to my screenshot, I see you're standing. Try the same thing while crouched (sneaking). Ergo, you want to make mod forced to use perk you do not need with no VATS sniping. Ha ha and I really do not see any benefit perk like this if my SG skills were 90+! I'm mostly looking at how long the Gunners have assets in the 50-70 range, and plan to reduce the level requirements accordingly. Even with my much more accurate FGunSpread value, gun sway mid-level shooters in ranges around that shown in the screen above (which is crouched btw) can cause a shot that is more than a yard off target. In fact, I'm surprised that you can look so sure that what I suggest is superfluous without knowing the game setup in which I imagine using it. I'm not really trying to use anything. Anyway, while I didn't grudge anyone right into my opinion, I would focus on the question raised by my first post by Tom Posts: 3463Joined: Sun Aug 05, 2007 at 7:39 pm » Mon Mar 14, 2011 6:17 pm Would it be possible for a sniper perk to increase your small arms skills only when weapon with scope? This would increase the accuracy of low- and mid-level snipers, think of it as a small reference to an improved spy who ultimately loses its value when you align and learn it in a difficult way. I haven't looked at GECK for a long time now so I don't know if it would work, but that's the idea. Tammie Flint Posts: 3336Joined: Mon Aug 14, 2006 12:12 am » Tue Mar 15, 2011 1:11 am Would it be possible for a sniper perk to increase your small arms skills just by using a weapon with scope? This would increase the accuracy of low- and mid-level snipers, think of it as a small reference to an improved spy who ultimately loses its value when you align and learn it in a difficult way. I haven't looked at GECK for a long time now so I don't know if it would work, but that's the idea. Yup, that's how I saw it. You can get a sniper rifle pretty early in Minefield, but its basically useless for a very long range of characters with low to mid SG skills. Such a privilege could be a valuable impetus for those who want to go down the path of a long weapon. I do not know if you could determine that it would work only using the scope, but it can be fixed in the future only using 2 handguns (sniper, hunting, etc.). This means that it would not apply to SMG, pistols or assault rifles. - ^ Posts: 3420Joined: Mon Nov 20, 2006 4:48 pm » Tue Mar 15, 2011 2:20 am Would it be possible for a sniper perk to increase your small arms skills just by using a weapon with scope? Or maybe increase the skills of small arms when your stands completely still. Just an idea: shrug: I mean, I don't always use volume gun sniping. Ashes Posts: 3392Joined: Tue Jun 13, 2006 8:59 am Return to Fallout 3

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