
Subject: Depleted Uranium Ammo & AET ammo
Posted by [sylar951](#) on Thu, 19 Dec 2013 16:08:55 GMT
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I have the latest 1.13 version and, well, I've checked the list of all ammo items in XML editor and haven't found any DU rounds... but in the ammo type section there's info about depleted uranium ammo so I guess they were once in the game... It would be nice if someone could bring them back... oh and also... AET ammo are only available for guns and SMG's so why there's no any AET 5.56x45 or 7.62x51 ammo.?

Subject: Re: Depleted Uranium Ammo & AET ammo
Posted by [DepressivesBrot](#) on Thu, 19 Dec 2013 16:28:03 GMT
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Because rifles are powerfull enough with AP rounds, pistols are not.

Subject: Re: Depleted Uranium Ammo & AET ammo
Posted by [sylar951](#) on Thu, 19 Dec 2013 16:46:39 GMT
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DepressivesBrotBecause rifles are powerfull enough with AP rounds, pistols are not.
Rifles are powerful indeed... But it would be cool if there are AET ammo available for some rifles but with insanely high prices so that you must use them wisely instead of spraying them like crazy

Subject: Re: Depleted Uranium Ammo & AET ammo
Posted by [Flugente](#) on Thu, 19 Dec 2013 23:02:29 GMT
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You can always define them for personal use, but not in stock 1.13 data, due to the above stated balance reasons.

Subject: Re: Depleted Uranium Ammo & AET ammo
Posted by [sylar951](#) on Sat, 28 Dec 2013 21:34:51 GMT
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All right, but where are DU ammo... Why they have been removed?
(I mean it was a cool idea about bullets that burn trough armor)

Subject: Re: Depleted Uranium Ammo & AET ammo
Posted by [Gorro der Grüne](#) on Sat, 28 Dec 2013 22:03:38 GMT

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I wanna have the Solar Scorcher (or so) from Fallout 2

or do not want to have "cheater" in my log/history :silly: :et5:

Subject: Re: Depleted Uranium Ammo & AET ammo
Posted by [sylar951](#) on Wed, 29 Mar 2017 22:16:52 GMT
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So guys it has been a while...

I saw somewhere that you can enable bobby ray to sell DU ammo but you have to edit "items" XML... So what should I do? Which part I have to edit? I've already edited some XMLs to my taste like "ExplosionData" and temperatures modifiers in "AmmoTypes" so I do know some basics...

(and you above, I know you think your comment is somewhat comedic but it's very cringey actually)

Subject: Re: Depleted Uranium Ammo & AET ammo
Posted by [silversurfer](#) on Thu, 30 Mar 2017 06:24:10 GMT
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Actually there would be quite a lot to do - add a new item for each magazine type, assign a new magazine to it and define the properties for the magazine. And don't forget to create the different icons for each magazine. It's not as simple as making a few edits in Items.xml alone.

Subject: Re: Depleted Uranium Ammo & AET ammo
Posted by [sylar951](#) on Sat, 01 Apr 2017 00:06:16 GMT
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Well, there are only two magazine types. 10mm and 7.62x37mm. Properties are already defined in AmmoTypes. And making a new icon is pretty easy actually.

DEPLETED URANIUM Ammunition, DU (Type 26)

COLOR: Dark Dark Green

PROS: Extra armor piercing capability, greatly increased damage, eats up armor.

CONS: Makes your weapon turn into a pool of slag rather quickly.

CALIBERS: 10mm, 7.62x37mm... In theory.

The only way to see this weapon, currently, is by changing values in items.xml, to make Bobby

Ray sell these babies. However the data is readily available, and the ammo is defined in ammotypes.xml, so here it is:

Armor is only half as effective against this round as it is against regular "BALL" ammo (a value of 0.5).

In addition, the bullet's damage capacity gets increased THREE FOLD just before it punctures through the armor! This causes massive damage to armor, and pretty much ensures that even 100% armor protection still means the person inside is going to suffer terribly.

If that wasn't enough, Depleted Uranium bullets will actually EAT THROUGH armor, making it degrade further (if the target wasn't killed in the first attempt, a BB gun will get it in the second!). Not surprisingly, it can puncture through its target and continue beyond it, which probably occurs often, considering how much energy this bullet retains after blowing a hole the size of texas in the target's armor and body.

About the only downside to the Depleted Uranium ammo is that it will put a -6 reliability penalty on the weapon - this means that a weapon won't be able to stand many shots of DU before it becomes unusable. Not a good idea for expensive weapons.

Curiously enough, DU bullets can't hurt tanks.

Just hope you don't meet anyone using it.

Subject: Re: Depleted Uranium Ammo & AET ammo
Posted by [DepressivesBrot](#) on Sat, 01 Apr 2017 07:18:59 GMT
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Wow, whoever first came up with that stuff: Good job letting it go ;)

Subject: Re: Depleted Uranium Ammo & AET ammo
Posted by [sylar951](#) on Sun, 02 Apr 2017 14:37:44 GMT
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you're one mean motherf***** aren't ya?

and what about AET ammo? that is also a bad idea right..? glasser, tracers, match, you know, let's just delete all that shit

idea incubation my ass

Subject: Re: Depleted Uranium Ammo & AET ammo
Posted by [Enneagon](#) on Mon, 03 Apr 2017 03:38:00 GMT
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There is a thing called realism. This game attempts to pretend to retain some reasonable illusion of it. Mostly.

Subject: Re: Depleted Uranium Ammo & AET ammo

Posted by [Hazapuza](#) on Mon, 03 Apr 2017 06:08:27 GMT

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It's not depleted uranium ammo, but for extreme penetration, coolness and "realism" there are the .50 BMG and 7.62x51 SLAP rounds, which could be added...

Subject: Re: Depleted Uranium Ammo & AET ammo
Posted by [sylar951](#) on Mon, 03 Apr 2017 21:50:32 GMT

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Enneagon wrote on Mon, 03 April 2017 06:38 There is a thing called realism. This game attempts to pretend to retain some reasonable illusion of it. Mostly.

Subject: Re: Depleted Uranium Ammo & AET ammo
Posted by [sylar951](#) on Mon, 03 Apr 2017 22:15:41 GMT

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guys, I just want to have some kind of high damage magazine type in the game which is ridiculously expensive so you have to use it wisely...
for example AET ammo should be available in more calibers but veeeeery expensive...
Do you know where I can change magazine prices/value??

Subject: Re: Depleted Uranium Ammo & AET ammo
Posted by [silversurfer](#) on Tue, 04 Apr 2017 07:58:44 GMT

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Prices are defined in Items.xml <usPrice>.

Subject: Re: Depleted Uranium Ammo & AET ammo
Posted by [sylar951](#) on Tue, 04 Apr 2017 21:58:33 GMT

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Thanks

You know, I would really appreciate if AET ammo was available in more calibers/variety, but I know how adding variety on existing calibers can be tedious work... I would also be satisfied if somebody could enable DU ammo.

Actually, I'm ready to pay for it. I know Flugente can do this easily since he's done a lot of other, more complicated things with this game. If only I could hire him as my mercenary

So what do you say Flugi? I know you don't do this kind of orders but maybe you should. As Tony

would say: I would pay a fair price

Subject: Re: Depleted Uranium Ammo & AET ammo
Posted by [Enneagon](#) on Wed, 05 Apr 2017 08:39:35 GMT
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sylar951 wrote on Wed, 05 April 2017 00:58Thanks

You know, I would really appreciate if AET ammo was available in more calibers/variety, but I know how adding variety on existing calibers can be tedious work... I would also be satisfied if somebody could enable DU ammo.

Actually, I'm ready to pay for it. I know Flugente can do this easily since he's done a lot of other, more complicated things with this game. If only I could hire him as my mercenary

So what do you say Flugi? I know you don't do this kind of orders but maybe you should. As Tony would say: I would pay a fair price

Just do it yourself for yourself. There no need to involve everyone and nobody will "fix" every insane idea into the base version. (And that's why it is the base version after all).

Go through the xml files (items.xml is good place to start) and figure out what every line means, either by reading appropriate introduction posts here, or just trial and error and experiments (yes, that may possibly involve weirdness and even crashing, always keep track of what you are doing and don't try out too much at once).

Subject: Re: Depleted Uranium Ammo & AET ammo
Posted by [Czert](#) on Sun, 20 Aug 2017 00:56:27 GMT
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well, do AET ammo exists in rifle calibre ? and is DU for any hand gun realistic ?

Subject: Re: Depleted Uranium Ammo & AET ammo
Posted by [LatZee](#) on Sun, 20 Aug 2017 01:19:28 GMT
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Well, if we talk about reality, then AET doesn't exist at all. If we talk about in game, then the point of AET ammo is to keep pistol/smg calibers at least somewhat competitive with rifle ones, so AET rifle ammo would go completely against that point.

Subject: Re: Depleted Uranium Ammo & AET ammo
Posted by [Czert](#) on Sun, 20 Aug 2017 12:40:47 GMT
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well,i will not put aet ammo as sci-fi. well, everybody know normal ammo, but you do have special ammo, like for airplane security which is designed to have great penetration and at same time that they will stop fast after they hit solid object (to reduce chance of ricochet or to leave body and hit something else), and you can have other examples of specialized munition.

so i see view like that, just more specialized and more expansive ammo.

Subject: Re: Depleted Uranium Ammo & AET ammo
Posted by [LatZee](#) on Sun, 20 Aug 2017 13:38:17 GMT
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That is Glaser ammo, so already present in JA2. AET has no real life equivalent because it is literally mystical magical faerie ammo invented for purpose of ingame balance, so giving it to rifle calibers is completely against that purpose. That said, the whole point of this project is to make an open, easily modable game that anyone can mod/play whatever way he likes, so do whatever you want, no one can or will tell you what to do but I don't believe that the basic mod will ever have AET ammo in rifle calibers.

Subject: Re: Depleted Uranium Ammo & AET ammo
Posted by [edmortimer](#) on Sun, 20 Aug 2017 15:10:54 GMT
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A quick study of Glaser/AET ammo is here:
<http://www.globalsecurity.org/military/systems/munitions/frangible.htm>

I should note here that "Glaser" is a brand name, and "AET (Advanced Energy Transfer)" is the ammo type -- however, JA2 "AET" is an entirely different kind of ammo than "Glaser" and real-life "AET".

Subject: Re: Depleted Uranium Ammo & AET ammo
Posted by [DepressivesBrot](#) on Sun, 20 Aug 2017 15:26:15 GMT
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JA2 AET is inspired by the old THV bullets and nowadays has its conceptual counterpart in the stuff that Lehigh Defense puts out.

Subject: Re: Depleted Uranium Ammo & AET ammo
Posted by [edmortimer](#) on Sun, 20 Aug 2017 15:37:09 GMT
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Quote:JA2 AET is inspired by the old THV bullets and nowadays has its conceptual counterpart in the stuff that Lehigh Defense puts out.

Thank you for that bit of info!
