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Borderlands gear calculator best weapon

trials to obtain meaningful averages, because elementary abilities are probability-based. The general premise of the program is that you must match an item rating to a gun type. Each grade-type pair is unique and unlocks a particular gun template to guide which parts you can pick. The some combos it lets you pick will always work in the game. If you click either the subtype labels or the combo boxes will display the current part's modifier in the text area below. Try it and be descriptive of bugs and inaccuracies to help me fix it! Last UPDATE: 5-06-2010 New additions are the calculation of elementary impact DPS, as well as some other derived elemental statistics. To activate their calculation, select the tech calc check box. It takes a few seconds to calculate. UPDATE: 4/29/10 #2 Added options to choose from global prefix/title pools Fixed problem with prefix/title lists grows in length when using auto-naming Fast Savior, Cobra, Hyperion material and naming, Firehawk naming, Havoc, Ogre, elemental sniper naming, launcher titles UPDATE: 4/29/10 Tweaked legit filter (should work now) Fixed elemental launcher, devastating accessories, Nidhogg, semi-auto snipers UPDATE: 4/28/10 #2 Tweaked legit filter (should work now) Tweaked naming (should be mostly accurate now) Added auto-naming feature Fast Torment title, Protector's body, and a couple of other parts UPDATE: 1 4/28/10 Recent history and improved DPS (accounting for accuracy) to but neither is 100% yet Item ratings and types are now alphabetically sorted Small change of gun naming (legit filter, cost still untouched and broken) Fixed Serpens , Ajax's Spear, Hammer, sniper mags UPDATE: 4/27/10 Rocket Launcher, Knoxx unique, and all pearlescent weapons added Hammer accessories, sniper materials, and some solid grip lists cleaned up item grade and weapon type combo linked for convenience UPDATE: 4/26/10 Gear data files have been updated (sniper rifle, semi-auto sniper rifle, combat rifle, and MGs are now Grip and Manufacturer combo boxes are now linked for convenience-changing one will change the other to match. Naming of engineered weapons tweaked (cost calculation and legit control still broken) Adjusted base damage for repeaters to accurately reflect post-1.3 damage SMG bodies, the Defiler accessories, and the Needler title has been corrected in data files UPDATE: 4/24/10 I think I fixed most of the algorithms for calculating the main stats (damage, fire speed, accuracy and possibly others). The data files are now embedded so there should no longer be any problems with loading. Legit control is still very much a work-in-progress. All credit for this goes to: duncanfogg awesome UPDATED UPDATE: It seems that a recent Chrome update essentially broke Flash into Chrome on purpose. Both these galleries and Gearcalc need Flash. Solution: Install the Mozilla Firefox browser (and then install, from Firefox, Adobe Flash plugin (. Note for flash installation: Remember to uncheck boxes for McAfee bloatware (or any other bloatware) before turning Install Now. All you want is Flash. Solution confirmed 5/3/2019 on Windows 7. Welcome to this huge archive of all borderland's best [*] weapons and items at their highest possible levels. These are the real guncards from the game arranged in fast galleries with built-in Gearcalc links for each weapon and shield (Class Mods and Grenade Mods are in the archive but without links). All Pearlescents and Legendaries are included except wildcat. Galleries of Borderland's best weapons and items last updated 2016-02-15. Honeyminer sidebar link added 4/20/2020. Navigating Borderland's best weapons and items The top menu bar ^ leads to lots of weapons in pop-out galleries where you can: hover to see guncards or navigate using the keyboard arrow keys (click on any thumbnail to activate this) click on a guncard to go to the gun's Gearcalc page for makeup parts, damage per second, reload speed, damage at different levels etc. *Decide on Borderland's best weapon Borderland's best weapons and objects, eh?, you might ask; and How was Borderland's best weapons and items chosen? Good questions. Given the strengths and weaknesses of the different characters in borderlands, and the individual preferences that each player may have, it will be more or less incorrect to say that a particular gun configuration is the best. So, instead, this site focuses on presenting a great variety of Borderland's best weapons and items. Generally speaking, we take the standard top gun configs proposed by A. Gun Number Best of List here and B. Gearcalc's damage-per-second figure**, and go from there. In most cases, each make's barrel4 and barrel5 are presented, together with betydarde bearing/may lower/may if applicable. The members of the Gearbox Gearchat forum here then give feedback and the end result is what you see in these galleries. If anyone wants another gun on here – a holy grail maybe – just ask. A holy grail can be added with a note about who is looking for it [see Holy Grail Gallery]. If you want a new weapon (or class of weapons) added, please suggest it in the development thread for review and discussion. All and all feedback is appreciated – either in the development thread or here on the site! Click here for the development thread in gearbox forums. **Gearcalcs Elemental DPS Figure and Borderlands Best Elemental Weapon Note that Gearcalc Damage per second figure does not include elemental DoT (damage over time); it covers only the impact damage from the elemental balls look here (look under the tab 'Tech' in Gearcalc). This is because different enemies have different levels of resistance to DoT triggers and, although it can be insanely powerful, it also just can't work- especially if the target is a boss or a badass version. Level differences can also keep the DoT from triggering reliably. Because of all the bets and dependencies involved in the DoT, it's left out of the equation as a hard number. This sounds like it can cause problems in deciding on Borderland's best weapons, but since all elements and weapon types are represented equally, it's not a problem. For more info on DoT, see Scotte's test threads here (links below his sig pic). in: Archive Help desk, All forum threads ok, I know how to actually do and put the weapons in my game using WT and gearcalc, the only problem is when I actually put them in the game they just come out to be lv 4 or 7, does anyone know why that happens or how to fix it? JuhEffery At the bottom of each code there is a set of four numbers, for example: 28 5 3 63 The first is the standard clamp size specific to the weapon type, e.g. 28 for submachine rifles, 6 for sniper rifles The second is the quality of the weapon, from 1-5, but quality 5 caps at a level 48 weapon The third is the current slot where the weapon is equipped , 1-4, or 0 for unequipped. The fourth is the weapon level, a new figure introduced in DLC3. Numerically, it is the level requirement - which is over 50 - to equip the weapon, plus 2. Make sure the clipboard has these, or input them into the WT itself. As far as I know, the pbx calculator does not support this data at the moment. Nagamarky 16:09, 8 July 2010 (UTC) Note: These figures are not required. If missing, WT will add default values. ok I see now, thank you very much. JuhEffery You see such low levels because your Quality level is set to 0 or Disabled. Willowtree sets Level via 2 controls. On the Arms tab, in the center-right, there are 2 slide bars - Quality and Level. Quality slide-bar has 7 steps, left to - Disable(?), 0, 1, 2, 3, 4, 5. Level slide-bar has 62 steps, left to right - Disabled, 1, ... , 61. Quality limits Level. For example, you cannot have a Quality 5 Level 1 weapon. Nor can you have a Q1 L61 weapon, Q5 requires L48 or higher. And these level limitations vary slightly by Manufacturers. For example, a Maliwan weapon may be Q2 on the L25 but an Atlas weapon must be at least L28 to be Q2 while a Tediore only needs L22 for Q2. These limitations are defined here - . If Level is set to Disabled, the level will be set to the lowest level of that manufacturer's quality limit. -- MeMadelt 16:50, July 8, 2010 (UTC) Community content is available under CC-BY-SA unless otherwise stated. Borderlands 2 Loot and Weapons Thanks a lot, but why post it here? can max stats list attached to the top of the page so it's easier to find please 1 As PeterL2014: max stats list can be pinned to the top of the page so it's easier to find please I think a Moderator would have to approve it and make it a sticky. 1 Like Moving to Loot and Weapon Chat per Request! 2 Like Moved to loot @Kitty_Jo would this be good to add to your lootology? Joe beat me to it 2 Likes Grateful that the time I took to add this to the BL2 community is appreciated. Thanks for the sticky. 5 Don't like sure if you want to fix it or not but it says fastball Not dropping at the moment in loot pool worksheet 1 As Thanks much for these tables, but I noticed a feature: in the case of Zer0's Legendary Sniper Class Mods, the information about those given in the class Mods Max Stats list is in fact misleading - it's because of the different mechanics of these Mods. Basically, the higher (where c5 is the highest) cx penalty stat, the less the Legendary Sniper Class Mods cut off zer0's shield capacity, and vice versa. So, the perfect Legendary Sniper Class Mod features not only A5 and B5 stats that positively affect his Sniper Rifle Gun Damage and Sniper Rifle critical damage, respectively, but also C5 penalty state because it provides the lowest possible Shield Capacity reduction, and the class Mods Max Stats List given here, these Mods with C0 punishment sit the best, which is obviously incorrect. Since the level cap has been increased with the latest DLC, how about updating these tables? 4 Like it's a good idea, let me know when you complete them. 12 Like the original max statistics lists was an intense collaboration, so I understand BTK's response even though I would have phrased it a little differently. That said, I think the old OP8 gear statistics would basically be the new level of 80, so it should at least give you a starting point. 10 Likes VaultHunter101: I think the old OP8 gear stats would basically be the new level so that should at least give you a starting point. I think that the end-game (which is now OP10) gear stats issue, something lower is not worth anyone's precious time in finding their max stats. BTKs: It's a good idea, let me know when you complete them. Since I'm only interested in a few items (not weapons), I seriously doubt I'm the right person for that mission. And that you are a perfect tool expert, maybe you can help us with some specific requests, well sir? 4 Does anyone know how to calculate statistics for OP10 gear? I don't know if anyone makes an updated list, but if help is needed, I would be willing to help. 2 Like there are ways to calculate statistics based on formulas but the math would be pretty silly. The only practical way at this time would be to manufacture them individually. I certainly won't, but it wouldn't take very long. 3 Like I would probably try to do it, if I just knew how. 2 Likes Remember When I Said... Jefe: it would not take very long ... Yah. I'm an idiot. I took a closer look at the list. That would be a huge task. Seventy iterations only of Bearcat. I seriously doubt that anyone wants to take this on. Not alone and I can't think of any of the regulars that I could (or would like) rope together. Deepest and most humble tip-o-the-hate to @BTKs and everyone involved. Beedon: if Only I knew how there is a lot you need to know to go into it even if you are capable (meaning : on PC). PM me if you want more details. 5 Like it would take a very long time. As an example an all Dahl Sandhawk on LVL 61 = 16749 If you add around 13% each level you will end up at 64247 at level 72. So composite 13% 8 more times = 170796 at 72 OP8. Finally 10 more to reach LVL 80 OP10 = 579778 damage. Where you go we have our first approximation on the OP10 6 Likes Don't seem too hard, just pretty tedious. Why 13% increase every time? 2 Likes next page --

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