Subject: A solution for buildings in C&C mode
Posted by Anonymous on Mon, 02 Dec 2002 18:32:00 GMT
View Forum Message <> Reply to Message

Right now I am mostly focusing on making smaller structures. I am trying to create a deployable base mod with my friend. So far it's simple structures like walls and turrets. Eventually however I was thinking of implementing new structures. Nothing as grandiose as what is mentioned here. Ideally I want to eventually create a deployable tent where you can buy simple infantry (Officer, Rocket Solder, and sydney/chemwarrior) if your barracks is knocked out. That still seems like a while from now however since my knowledge of scripting is limited to what has already been pioneered sadly. Hopefully once I have mastered simple structures I can work towards new more exciting projects but one step at a time right?PS If there ever is a successful deployable mod sadly there would be a need for an admin in game. Even with my simple mod there are already noticable problems for instance while deployable walls are good for defense some n00b could always box in the harvester or something stupid like that. However much that is discussed on this thread is still a ways away.