
Subject: A solution for buildings in C&C mode

Posted by [Anonymous](#) on Sat, 09 Mar 2002 09:24:00 GMT

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It's my personal belief that when you try an introduce MCVs and options to what and where to build you're introducing way to many variables that can easily have very good or very bad effects on the game. For every good point you can introduce, I'm sure I can think up 2 things that lamers/*****s/newbies would do to destroy the gameplay. That's basically why there aren't MCVs in the game now... as well as the option to build buildings. I found my idea attractive because technically, besides a few lines of code, no additional media/resources needs to be added to game. But yet it adds another dimension to gameplay. OOM-9: If I understand your feedback correctly, you have seemed to misunderstood me. EVERYONE'S credits are drained when repairing buildings, not just the engineers. It's for the greater good of the team... so infantry, mobius, black hands... and the engineers on the team all contribute their credits.- Earls
