Subject: Re: CP 1 and 2 Maps: Biased towards Nod?
Posted by havoc9826 on Mon, 17 Apr 2006 03:06:13 GMT

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The Mobile/Deployable Sensor Array wasn't available in the timeline until Tiberian Sun, so unless a map is planned for that timeline (e.g. C&C_Mutation_Redux or something from Reborn), it wouldn't really fit. If you are going to use that idea anyway, do something like making an energy spark animation appear on a stealth unit every few seconds while it's within the sensor's range. I know it's possible because there used to be a crate that did just that. If you don't use this idea, like Greathobo said, you can use the Sniper Rifle's/Ramjet's built-in directional microphone to listen for stealth tanks in the distance; you just have to be extra vigilant and know how to use it effectively.