Subject: extra units,
Posted by Alexraptor on Tue, 06 Jun 2006 11:27:32 GMT
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is the Nod SSM launcher(looks alot like a v2 launcher) just a static object of a working vehicle?,
would be kind of cool to introduce that into a map, not with a nuclear warhead of course but with a
high explosive missile.

Subject: Re: extra units,
Posted by reborn on Tue, 06 Jun 2006 11:29:00 GMT
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It is a usable vehichle and a working model. It is possible to implement in-game, and is something
i am currently working on as an extra unit.

Subject: Re: extra units,
Posted by Alexraptor on Tue, 06 Jun 2006 11:58:54 GMT
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will it be purchasable like any other Nod unit?

Subject: Re: extra units,
Posted by reborn on Tue, 06 Jun 2006 13:15:47 GMT
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you will need the corepatch to purchase it. Or possibly it might be a crate goodie...

Subject: Re: extra units,
Posted by Alexraptor on Tue, 06 Jun 2006 13:24:48 GMT
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nice,
so how big a thing will this be? will it be something we can expect to see on n00bless or
n00bstories for instance?

Subject: Re: extra units,
Posted by reborn on Tue, 06 Jun 2006 15:23:53 GMT
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You will see it in WWW.MP-Gaming.NET servers, specifically the turbo evo beta server, along

with some other kick-ass stuff.

Although JohnWill is making the possibilty for other server modders to add extra units with his scripts.dll 2.8. Whether they will or not is up to them...

Subject: Re: extra units,
Posted by Alexraptor on Tue, 06 Jun 2006 15:45:12 GMT
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nice will the missile rack be able to elevate? and will it have a missile model instead of just an empty rack?

Subject: Re: extra units,
Posted by EatMyCar on Tue, 06 Jun 2006 16:54:39 GMT
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Reborn wrote on Tue, 06 June 2006 11:23You will see it in WWW.MP-Gaming.NET servers, specifically the turbo evo beta server, along with some other kick-ass stuff.

Although JohnWill is making the possibilty for other server modders to add extra units with his scripts.dll 2.8. Whether they will or not is up to them...

So I could make my own server and re-impliment the mutants, the bike, and the SSM?

Subject: Re: extra units,
Posted by reborn on Tue, 06 Jun 2006 18:18:24 GMT
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you could do that now already, but JohnWill's scripts will make it easier for people to do just that.

Subject: Re: extra units,
Posted by Alexraptor on Tue, 06 Jun 2006 20:56:00 GMT
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speaking of wich, if one implements other vehicles for a map can one assign them their own PT icons?

Subject: Re: extra units,
Posted by reborn on Wed, 07 Jun 2006 06:46:32 GMT

The Purchase Terminal hud images are .dds files, which are not controlled server-side.

Subject: Re: extra units,
Posted by sycar on Sat, 10 Jun 2006 13:20:14 GMT

Hi i host the SilverBullet 5-A-Side Servers and we have a hell of a lot of serverside mods in place, including the ssm so check it out if you want

buffymaniack

Subject: Re: extra units,
Posted by Alexraptor on Sat, 10 Jun 2006 13:44:06 GMT

does the SSM just explode itself or does it fire a missile?