Subject: Capturable Buildings

Posted by Blazer on Fri, 04 Jul 2003 05:00:04 GMT

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I brought up an idea some time ago, and verified with Dante that it is doable:

Have some neutral building, perhaps a civilian refinery or even an oil derrick that starts out neutral.

The building is "captured" by "destroying" it (c4 on MCT), at which point the health of the building is reset, and Spawners + PTs for the team are switched on. If the enemy "destroys" the building, they capture it, and the ownership of spawners and PTs switches to them, with an optional credit trickle in the case of a refinery or oil derrick.

Capturing this neutral building would be totally optional, but capturing it gives the team advantages such as:
1. Increased credit trickle.
2. Spawning closer to the middleground/main battlefield
3. Ability to refill closer to battlefield
4. Points for capture

To make this happen would require some scripting wizardry that Dante verified is do-able, but probably not all in place yet.

I suggest if this is somethign we want to see, we form a team to make it happen.

Subject: Capturable Buildings

Posted by gendres on Fri, 04 Jul 2003 05:02:16 GMT

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The idea sounds possible but I almost sure that Startup Spawner can't be created in-game

Subject: Capturable Buildings

Posted by Blazer on Fri, 04 Jul 2003 05:07:43 GMT

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gendresThe idea sounds possible but I almost sure that Startup Spawner can't be created in-game

Right, but they can be toggled on or off. So when the building is neutral, all spawners are disabled, and then when captured, you turn on the spawners for that team

Subject: Capturable Buildings

Posted by gendres on Fri, 04 Jul 2003 05:22:36 GMT
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Ooh i didn't know that, im gotta try something now...

Subject: Capturable Buildings
Posted by warranto on Fri, 04 Jul 2003 05:32:28 GMT
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Quote:4. Points for capture

Heh, new game mode possibility! Like in BF1942, except in this case instead of areas, its capture and hold buildings for points!

Subject: Capturable Buildings
Posted by Aurora on Fri, 04 Jul 2003 05:55:24 GMT
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that sounds tight.....

Subject: Capturable Buildings
Posted by bigwig992 on Fri, 04 Jul 2003 06:34:19 GMT
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Mmm. New game mode.

This may be a long shot, but do you think it could work for Vengence.(RA2 mod for Renegade) with civilian buildings? After "killing" the mct with a c4, the building is captured and is put on a team. So could (I'm thinking yes, through spawners) you capture the building, and have guns fire out the windows? AI to be precise. Just like garrison'ing a building in RA2, but having a bit of help from AI infantry/gun emplacements.

Subject: Capturable Buildings
Posted by Thiima on Fri, 04 Jul 2003 07:50:34 GMT
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I thought toggling a spawner only affected it for bots, because i still spawned as a player from a disabled spawner, but i don't know.

Subject: Capturable Buildings

Posted by [Vitaminous](#) on Fri, 04 Jul 2003 08:37:02 GMT
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Hum , dude, half of the idea was from Alexpro7.

Well, lol, actually it's more like the killing building then it turns on the enemy side part.

Subject: Capturable Buildings
Posted by [Titan1x77](#) on Fri, 04 Jul 2003 10:39:50 GMT
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now what if nod takes out 90% of the MCT terminal...and gdi comes in with 1 last remote and takes out the remaining 10%?

Doesnt this create a problem

Or am i not thinking this through?

Subject: Capturable Buildings
Posted by [Blazer](#) on Fri, 04 Jul 2003 11:39:04 GMT
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AprimeHum , dude, half of the idea was from Alexpro7.

Well, lol, actually it's more like the killing building then it turns on the enemy side part.

I'm not trying to take credit for the idea...Im sure over a dozen people have thought of the same thing at one time or another. I did bring it up some time ago and spoke with Dante about it.

At the time he said he was thinking of releasing a map with a capturable mutant building, I think that project got put on the backburner though.

Subject: Capturable Buildings
Posted by [Blazer](#) on Fri, 04 Jul 2003 11:40:33 GMT
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Titan1x77now what if nod takes out 90% of the MCT terminal...and gdi comes in with 1 last remote and takes out the remaining 10%?

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Or am i not thinking this through?

Then GDI gets the capture. Hmm could be a whole new tactic...building camping! Put some

remote C4 on a building, and wait for it to get weak, then BOOM!

Subject: Capturable Buildings
Posted by Majiin Vegeta on Fri, 04 Jul 2003 15:27:58 GMT
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BlazerTitan1x77now what if nod takes out 90% of the MCT terminal...and gdi comes in with 1 last remote and takes out the remaining 10%?

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Or am i not thinking this through?

Then GDI gets the capture. Hmm could be a whole new tactic...building camping! Put some remote C4 on a building, and wait for it to get weak, then BOOM!

hahahah

could be kewl for a new mode of play both teams start off no buildings..they gotta caputre the base and get it running or sumthing...sounds fun tho...
but would this be only the refinary...what about PP..or maybe a weak ass oblisk to help takeover the field

also how about making a new building..once in control that team could build lets say recons...i dunno

just ideas that flew in my mind when i read blazers original post

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Subject: Re: Capturable Buildings
Posted by Captkurt on Fri, 04 Jul 2003 15:42:31 GMT
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BlazerI brought up an idea some time ago, and verified with Dante that it is doable:

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To make this happen would require some scripting wizardry that Dante verified is do-able, but probably not all in place yet.

I suggest if this is somethign we want to see, we form a team to make it happen.
I like the idea.

Subject: Capturable Buildings
Posted by maytridy on Fri, 04 Jul 2003 16:15:26 GMT
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We're actually thinking of doing that for Modern Warfare. We are going to have oil refineries instead of tiberium refineries (duh) and we were hoping to have oil derricks in the middle. If we can get the scripting help, we'll do it.

Subject: Capturable Buildings
Posted by bigejoe14 on Fri, 04 Jul 2003 16:49:40 GMT
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This idea is awesome. This could also add a new game mode such as capture and hold.

Subject: Capturable Buildings
Posted by Vitaminous on Fri, 04 Jul 2003 17:10:30 GMT
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base of somekind in every maps.

That's the only sketch I've found yet.

The city could be deffended by a so called "civilian base" before the city itself.

and the wall is a gate by the way...

Airways are paths that only flying vehicles can reach.

Both bases would be complete. :rockedover:

Subject: Capturable Buildings
Posted by kawolsky on Fri, 04 Jul 2003 18:20:37 GMT
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i think it would make more sence to shoot the mct with a repair gun and as you do so it fills up a bar.....like the one used for deploying beacons.

Subject: Capturable Buildings
Posted by warranto on Fri, 04 Jul 2003 19:07:31 GMT
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kawolskyi think it would make more sence to shoot the mct with a repair gun and as you do so it fills up a bar.....like the one used for deploying beacons.

Not a bad idea. To expand on it, this could prevent the other team from bennifiting from their enemies work. Ex. Nod starts to capture a building, filling up a bar (I assume the health bar on the building) and gets killed half way before being killed. The GDI engineer now has to deplete the bar made by nod and start over again. I don't know if this is possible, but it's a good idea none the less.

Subject: Capturable Buildings
Posted by Titan1x77 on Fri, 04 Jul 2003 19:58:24 GMT
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How about incoporate CTF scripts....and have a flag inside the building and 1st one to get the flag back to there base....recieves the building.

Then once it's destroyed...its gone.

Would make sense seeing if a oil derrick is blown up..why have another team capture it....For most maps include 3-4 derriks

Subject: Capturable Buildings
Posted by [REHT]Spirit on Sat, 05 Jul 2003 00:07:54 GMT
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If you want to, you can set it up to make a zone that you walk through instead of having to place a bunch of C4/blow it up with tanks and all.

Heck, if done right, you can make it apear that you're bumping into a switch or so to switch the building's team, like in Tribes 1/2.

Subject: Capturable Buildings
Posted by Blazer on Sat, 05 Jul 2003 08:22:35 GMT
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Yeah that might be a better way, just have a script zone, that when a player is in for say 30 seconds, the building is captured...sort of like capturing control points in UT's domination mode.

Subject: Capturable Buildings
Posted by General Havoc on Sat, 05 Jul 2003 10:17:13 GMT
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Yeah the idea is possible. The PCT's can be destroyed and created in realtime with no problem. The spawners may cause a problem but if the script is working properly it can allow them to be turned on and off. The way I was using it didn't work (no functionality visisble) for some reason but I think you have to have the spawners set to "normally-disabled" It's Gregs script that allows the spawners to be turned on and off with a zone. The PCT's can be dropped when something is destroyed or any script that allows creation of objects. You can even spawn them with a spawner then enable and disable them like the startup spawners. If the script does in fact work then it should be possible. Just have to work out the capture bit then.

The script we have to enable them is GTH_Zone_Enable_Spawner (can send a 1 or 0 to switch enabled or not. Needs a zone entry to send it)

_General Havoc