Subject: I had an idea, anyone allready working on it?
Posted by Anlesauk on Tue, 01 Apr 2003 20:43:44 GMT
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I was thinking the other day and wondering if anyone had thouhgt of this. How about a new weapon that engineers use to "steal" other team's buildings and then either use them or "sell" (destroy) them for a credit dump to your team. We all remember this tactic from the original C&C. It would work along the lines of a timed C4. An engineer would place it on the enemy's MCT and if it is not dissarmed in say 15 sec then the building becomes the property of your team. This could give your team some interesting advantages, one being it takes the effect to the other team as if it was destroyed. If it is the PP, your team's items cost half the amount of normal, or the normal amount if your PP is destroyed, also it would give your defenses power again if your PP was detroyed. The Ref would give you double credits each second or allow you to gain credits if your Ref is destroyed. The OB/AGT would fire on enemy units till it was destroyed or taken back. The Hand/Bar would make your infantry units cost half as much or possibly even allow you to purchase enemy infantry units. The AS/WF would allow your to extend your vehicle limit to doulbe the number (16, I think) and again maybe make it possible to purchase enemy vehicles. You also would have the chance of using the enemy PT in the building that you stole. At this point the enemy can do one of a two things, ateal it back with thier own device or destroy it so no one can use it. I think it is a powerful weapon but hard to execute as you would have to defend the device long enough for it to work. If anyone knows if this is being worked on becasue it was thought of before me, then let me know. If not, then does anyone think it is possible to create and use? Maybe a good thing to add to Renegade Evo. Dante, take a look and see. I'd be eager to see how it works.

Subject: I had an idea, anyone allready working on it?
Posted by Blazer on Tue, 01 Apr 2003 20:47:24 GMT
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Sadly most of the things you mention just aren't possible without altering the source code. There is currently no way via scripts to change PT's to be the other teams and things like that.

Subject: I had an idea, anyone allready working on it?
Posted by iscripter on Tue, 01 Apr 2003 20:47:31 GMT
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not possible afaik

Subject: I had an idea, anyone allready working on it?
Posted by Anlesauk on Tue, 01 Apr 2003 20:50:38 GMT
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BlazerSadly most of the things you mention just aren't possible without altering the source code. There is currently no way via scripts to change PT's to be the other teams and things like that.

Dang, I think it would be a cool addition, oh well.

Subject: I had an idea, anyone allready working on it?
Posted by Blazer on Wed, 02 Apr 2003 07:57:42 GMT
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Actually, I just talked to Dante about this, and he says it would be "easy" via a script to change a buildings PTs to the other team. He says he hasn't tried creating building controllers via script yet (which is what would be required for the building to actually benefit the other team).

The main thing that cannot easily be done is change the way the building looks when captured. MAYBE using a trick with aggregates you could change the logo or something, but its doubtful.

Other than the cosmetic look of the building though, it seems that capturing a building is possible.

Subject: I had an idea, anyone allready working on it?
Posted by General Havoc on Wed, 02 Apr 2003 11:42:29 GMT
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As far as i know it is possible to create and destroy objects by scripts. I wonder if this would allow startup spawners to be created in buildings. If it is possible new scripts may have to be written if it was somethings someone wanted to develop. Has spawning a startup spawner been tested using the GTH_Drop_Object_On_Death script before? This would allow creating startup spawners in enemy buildings and also destroying the enemy ones when it is captured. The thing would be to know if the spawners would work.

_General Havoc

Subject: I had an idea, anyone allready working on it?
Posted by Blazer on Wed, 02 Apr 2003 18:53:10 GMT
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Yes you can disable/enable startup spawners via a script. The building captured would have to be a "neutral" building though...or else think of what would happen...you capture the enemy ref in their base, and your guys start spawning in there, only to be owned by the enemy or the base defenses

The way I see this working would be a neutral building in the middle of the map, or tiberium silos or something, that the team could "capture" to switch the PTs to their side, and get some spawners in there.

Then there would be side-battles to capture these buildings, both for the advantage of spawning there, and the resources.

Subject: I had an idea, anyone allready working on it?
Posted by SomeRhino on Wed, 02 Apr 2003 19:45:39 GMT
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Couldn't you just use a script that created a static tile object to change the building's look? A simple object with some flags, logos and running lights fitted around the building?

Subject: I had an idea, anyone allready working on it?
Posted by Anlesauk on Wed, 02 Apr 2003 21:02:23 GMT
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BlazerYes you can disable/enable startup spawners via a script. The building captured would have to be a "neutral" building though...or else think of what would happen...you capture the enemy ref in their base, and your guys start spawning in there, only to be owned by the enemy or the base defenses

The way I see this working would be a neutral building in the middle of the map, or tiberium silos or something, that the team could "capture" to switch the PTs to their side, and get some spawners in there.

Then there would be side-battles to capture these buildings, both for the advantage of spawning there, and the resources.

Hmmm... this would be an interesting twist to the game. Having neutral buildings to fight for to help give your team the edge in a game. Think of the strategies involved with that.   I really think that something like this would be a nice addition to Renegade Evo. I try and post this on their forum as well. I was thinking of calling it the Subterfuge Weapon. Do you think it would be possible to capture a building, yet not have your units spawn there? Or is this one of the things that goes with a PT? I would love to help make this a reality but I am in no way a programmer, scripter, modeler, or whatever you prefer to call yourself to do this type of thing. If someone wants to work on this then let me know how I can help provide information or something. Thanks for looking ito it Blazer, it sounds like you might like this idea too.

Subject: I had an idea, anyone allready working on it?
Posted by iscripter on Wed, 02 Apr 2003 21:59:18 GMT
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i really like this idea

Subject: I had an idea, anyone allready working on it?
Posted by bigwig992 on Wed, 02 Apr 2003 21:59:52 GMT
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RA2 Oil Derricks?

Subject: I had an idea, anyone allready working on it?
Posted by Deafwasp on Thu, 03 Apr 2003 22:27:03 GMT
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I mentioned this idea early on. Like if you can get into a enemy warfactory, and plant a certin type of beacon (maybe call it a uplink beacon)........

You would then gain control of the building, or disable it for a couple of minutes. And while its altered your side can build a new secret vehicle for a while. Like a mix of nod/gdi unit. For instance a Stealth Mammoth.

But I dont think much of this is possible like they said.

Subject: I had an idea, anyone allready working on it?
Posted by mike9292 on Fri, 04 Apr 2003 04:05:41 GMT
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at the westwood forum(wish it was still around but this is good to) there was a topic that said how to make it so u can build buildings but it was on the last page

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Subject: I had an idea, anyone allready working on it?
Posted by Blazer on Fri, 04 Apr 2003 04:14:47 GMT
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mike9292at the westwood forum(wish it was still around but this is good to) there was a topic that said how to make it so u can build buildings but it was on the last page

Umm in case you didn't notice the ANNOUNCEMENT post at the top of the page, I have imported all the old Westwood mod forum posts. This is why this forum went from 9 pages of posts to 65 overnight

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