Subject: Hey dev pls read this and see if you like my ideas please an
Posted by Anonymous on Tue, 16 Apr 2002 07:09:00 GMT
View Forum Message <> Reply to Message

1) i hear from some beta testers that these additions are more trouble than they're worth...2) nod already has more vehicles than gdi3) in single player sams couldnt even hit moving targets - they are just rocket soldiers that shoot 4 (or 6?) rockets rapidly4) maybe user made maps can have these...5) what if only 1 person is a hotwire on defense...6) westwood cant control this7) no comment no comment9) probably the only other addition I'd like to see...10) this sounds like a good idea11) just dont get out of it in your base. use it instead of constantly retreating 12) when they get cnc mode finished then they'll start on other modes ... 13) I dont know about this... its iffy14) are you saying you want to place c4 and beacons on tanks? because you can already put c4 on tanks... but why a beacon... how are they going to target the beacon if its moving around. Its a beacon!