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Subject: How could a Construction Yard work on newer maps? (also an  
Posted by [Anonymous](#) on Mon, 08 Apr 2002 01:57:00 GMT

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This mod me and some friends gonna make: quote:1) Add the Construction Yard you can buy buildings back. They will be expensive need to test what's the best. But to buy it back I want to do it as a bank system example: the building is \$5000 I play can put \$1500 in it then the other players see the price off that building as \$3500. End the end beacon will be in the con yard IF it will be in it...2) Add the Advance power plant. So you will have 2 power plants then 1 more important then the other. The Power plant will support the Base defends, the barracks, refinery and the Advance Power will do the rest (can still change)3) Add the Guard Tower just like Nod got turrets GDI will have the GT Note: the machine guns will be removed from the AGT4) Add The silo don't know his function for sure yet but maybe that when its destroyed you can't have more then \$2000 credits or that the 2 credits every second will be stop (what you get from the refinery now)5) Add Sam sites to kill the airplanes 6) Add the radar When its destroyed you lose your radar on the bottom left (and when its possible I want to make the commander few in it so when the radar is destroyed you lose that to)7) Add the advance communication centre when it's destroyed you can't use your ION beacon Add the temple off Nod when its destroyed you can't use your NUKE beacon9) Add the repair facility you can repair your tanks on it. But you can't shoot when you are on it. Why? because otherwise you get players who stay on it while defending. When its destroyed the engines repair @ 50%10) Add the Helipad for the flying vehicles (duh)11) Add a spy character:11a) Con yard: they can't build for a time (don't know how long yet)11b) Power Plant: you can shut down the power for a time (don't know how long yet)11c) Refinery: You steal money (when you are with 19 people they get all 5% and you 10%) Must bring it back to your refinery11d) War factory/airstrip: you can steal 1 blueprint at the time when you bring that blueprint back you can build that tank. You MUST bring that blueprint back to your War factory/airstrip11e) Barracks/Hand of NOD: you can steal 1 blueprint at the time when you bring that blueprint back you can build that character. You MUST bring that blueprint back to your barracks/Hand of NOD11f) Radar when you get in there you "hack" there info and when you get back to your team can see everything on the radar.11g) AGT/Obelisk you can turn them off for some time. (Don't know how long yet)11h) Advance comm. Centre/Temple off Nod: You will see on your radar with a arrow where the ION/Nuke beacon is. So you can find it easy. But when you have stolen lets say the mammoth tank and medium tank plan and an spy gets in your airstrip he can destroy direct the GDI blueprints and steal 1 tank blueprint. The spy will hack on a PT. You will see the menu just like the normal PT (a bit different) then you can select the thing you want to do. The spy will look for the enemy that they are 1 off them only when they are close they can see it's an enemy12) Mobile Construction Vehicle: You can buy the con yard @ the War Factory/airstrip so you can buy it back to but it will be like \$2500. (He will not drive out off the WF you just buy it back) And MAYBE you can only buy on the C&C way that you NEED the War Factory/airstrip and repair facility to buy the MCYI hope you all like it and when you want to help contact me. If you got better ideas or extra things or things that are cooler when i change it tell me. post some feedback here. Added:13) Add Air strike. You must point with a laser on the place where they have to attack.14) Add Recon bike and SSML15) Add little turrets in some buildings (maybe)16) For the maps add fences and gates

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