
Subject: How could a Construction Yard work on newer maps? (also an
Posted by [Anonymous](#) on Sun, 07 Apr 2002 17:40:00 GMT

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quote:Originally posted by destruyax:I also thought of something else - for you old "Allegiance" players - imagine if in a later version of the game there was a designated "commander" (might only be fun in clan games) for each team, who sets up a base beforehand on a random map - I mean, THERE'S gaming goodness at its peak - however, the loading time on a brand new map would be TORTURE even for broadband users. Still, it's an idea. And my opinion is that we'll be seeing C&C: Renegade Red Alert next - I expect WW to follow the curve of the series. Heh - instead of useless mines, place attack dogs around your base being the Soviets. And RA had dedicated Anti-Tank mines, so rushes might be a little more difficult. I mentioned a helipad because the idea of an Orca/Apache/Chinook rolling out of a weapons factory is kinda stupid - only problem is retooling the helipad in MP to work like regular buildings - in SP it's too easy to destroy. Maybe a simple entrance with a ramp leading up to the actual platform. [April 07, 2002: Message edited by: destruyax] I'm pretty sure in about a year or two the "commander" mod will come out where people get orders from a player that is designated a general, his view will be the same as in the old c&c games and he can only see where his men and structures are i.e the shroud regrows.
