Subject: Proxy Mines Disintegrate
Posted by Anonymous on Tue, 26 Mar 2002 15:26:00 GMT
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quote:Originally posted by SystemX:Better yet Vegas! All that they need to do is add a double digit mine counter in the top left corner of the screen. When the mine count is reached a warning takes the place of the digits...something like "Mine limit reached, placing a mine threatens your base defence." or something to that effect. It sould be relatively simple to code and personally it doesn't need any graphics, if it used the regular red and yellow font I would be satisfied.I think this is an excellent solution to the problem - much better than limiting the number of hotwires which I would be opposed to. Hope Westwood sees this suggestion!