
Subject: Is this possible to script?

Posted by [Anonymous](#) on Wed, 15 Jan 2003 10:01:00 GMT

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I have a couple game modes in mind for a mod im working on... but i need to know if its possible to script and just how i would go about doing it. Models and textures I can do well. Scripts... im an idiot.Ok, so this is how the first one lays out. Its kind of a research and development mode. Game starts out with teams rushing to capture a character (scientist or something of that nature) in the middle of the map. The idea is that you want to run out, capture him, and lead him back to your base. Once hes in your base, a timer starts counting down. When the timer reaches zero, the team is able to buy beacons. The only way to win the game is to successfully deploy a beacon in the enemy base.The other one is a race to harvest a certain number of credits. Im thinking there would have to be two seperate credit stacks... Like, when a harvester dropped off a load of tiberium, the players on the team would get the normal amount of money from a harvester drop-off, but then the same amount of money would also go to the total amount needed to win the mission. Would you just have to create an invisible, invincible entity that would act like a normal player to just recieve the credits? bah. i dont know. So..... Are they possible? Any help would be AWESOME.
