
Subject: New gametype, opinions?

Posted by [\[REHT\]Spirit](#) on Sat, 19 Apr 2003 14:39:27 GMT

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SomeRhinoGeneral HavocI can think of a way a team version could be done, but that kind of defeats the term "Sole Survivor".

_General Havoc

I've been thinking, and you're right that it can be done with teams. I've been brainstorming on this, and it shouldn't be too hard to do. I'm still trying to figure out how to get vehicles delivered to the buyer, but I've got most of the rest figured out. If I can come up with a solid plan, then I might want to work on this as a mod.

An idea, you might be able to have a new type of PT, specifically, 2 objects using custom scripts and an emitter.

One object is used as switching through the vehicle you want, ie, you shoot it and it switches the vehicle to buy. It creates (and deletes the old) an emitter using a new texture to display the type of tank being bought (ie, a particle sitting there saying something like "MAMMOTH TANK"). Then when you shoot the other obj, it sends a vehicle to the player's location.
