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Subject: New gametype, opinions?

Posted by [\[REHT\]Spirit](#) on Sun, 20 Apr 2003 23:23:01 GMT

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flashcar1 "One thing i am thinking is, maybe make the supply vehicles AI controlled. To activate them you say, shoot them once with a gun, they'll goto your base and through the zone thingy."

prehaps there AI controlled, but instead of shooting them once, u go by them with a special remote control gun, with very short range, and the bar thing goes up like the nuke then when its full the vehicle drives to your base, and on the vehicle it has a ramp to walk up while its moving to shoot off the top or summat!

Ramp part is slightly possible but might cause some lag.

Using a special remote gun is somewhat possible but might make it slightly more annoying for mappers.

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