
Subject: Re: C&C_Assault BETA 1.0 released.
Posted by TD on Wed, 18 Jan 2006 12:26:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

ZOMG H4X. You should add one of this in the end of the tropics place.

Also, are you supposed to spawn on the ped @ the pp when you go to the transporter at the end of the tropics? Or did you do that since you didn't finish it? Make the map about 3x bigger

Or, you could mirror the (3x size of now) map and paste it somewhere to do this same thing for nod. So, few islands for nod, few for gdi, both seperated, but it's mirrored, so where nod turns left, gdi turns right. The bots should have about the same strength and amount. The LAST transporter on each island transports you to the ped of the enemy, which you can beacon (you can grab a beacon from a crate there).

You can make a test version with the one you have right now, Also, why is PP AND BAR needed? You could just add Bar for GDI and HON for Nod (in the mirrored map). They shouldnt be able to be damaged. You win by nuking ped.

That's my idea, if you can make a test version asap we can see if this works well and is fun
