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Subject: Re: C&C\_Assault BETA 1.0 released.  
Posted by TD on Wed, 18 Jan 2006 13:05:04 GMT  
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Naamloos wrote on Wed, 18 January 2006 13:54The 'stage 3' teleporter teleports you back to base simply because there aren't any other stages yet. Once there are, the teleporter will warp you there instead.

To change names of objects you will need to add them to the strings.tdb, and then attach them to the object. That's what I did with the crates and the 'boss'.

Quote:and would you like a host for your maps?

Not right now, but once it's final everyone is free to host it.  
What about my idea? Or is it too much work and laggy for ingame players? If not, observer mode is still a nice idea. So instead of mirroring the map, you could improve the current one more and more.

Perhaps you should add the ability to purchase the BASIC characters for GDI, and instead of a beacon you get 2 extra remotes or something like that. And add 100hp extra for all basic chars (50 health, 50 armor).

It's a bigass map, pretty hard to survive And after every teleporter you should add a PT.

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