Subject: I have a few questions... (A lot of cool and/or weird ideas)
Posted by F1AScroll on Thu, 01 Mar 2007 02:48:06 GMT
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How do I:
1. ... make GDI/NOD/rebel soldiers spawn, respawn, and use AI?
2. ... make the Back To The Future car (simular to how it is in GTA; fly it just like the movie and teleport to somewhere (maybe to enemy base) when you reach 88 mph)?
3. ... make it so you can drive the harvester and still harvest tiberium.
4. ... make it so after you harvest some tiberium, it disappears.
5. ... make tiberium respawn after awhile?
6. ... make civilians spawn, respawn, and use AI?
7. ... capture buildings (like in that Renegade Generals Mod)?
8. ... change GDI into a blue NOD (So I can destroy all Hassan's elite guard)?
9. ... make mech units?
10. ... have multiple buildings of the same type?
11. ... have naval units?
12. ... manualy fly air strikes or have a buildable bomber guy.?13. ... make a yellow submarine, a yellow submarine, a yellow submarine, to shoot enemy ships and dive/submerge?
14. ... give engineers Halo-style armor?
15. ... red Gravity Gun as the "Gizmo's" secondary fire. ("Quick! They got the BTTF car! Destroy it!" Later. "BOOM!" "I thought we killed the BTTF car! DARN YOU GRAVITY GUN!!! OMG I'M DEAD!!!" Even more later. "OMG F1ASCROLL!!! YOU KILLED THE BTTF CAR!!! WTF!!!" Everyone shoots me.) (It would be really cool if you could move the base structures.)
16. ... Base defence beacons. You place 'em and a turrent appears.
17. ... A jeep that passangers can fire from (repairing the tank from the jeep while the driver/gunner uses a machine gun).

Thanks in advance for any and all help. Wouldn't it be fun to be the NOD guy flying a car over a lake to capture the TV station to the east. Wouldn't it be even more fun to be the Hassan guy in the lake shooting him down. And wouldn't it be really fun to be the GDI guy who uses a plane to bomb him.

I'd also like to hear of any other cool ideas anyone comes up with. Espically if it has to do with base construction.