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Subject: Re: I have a few questions... (A lot of cool and/or weird ideas)

Posted by [F1AScroll](#) on Sat, 03 Mar 2007 02:06:28 GMT

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Jerad Gray wrote on Wed, 28 February 2007 23:32Holly Crap, have you ever even used level editor before?

Yes, just not the scripter. And who's Holly?

Merovingian wrote on Thu, 01 March 2007 03:37"3. ... make it so you can drive the harvester and still harvest tiberium."

Already happenes

I mean dive it like you'd drive a mammoth tank.

Quote:"11. ... have naval units?"

Look at APB

What's APB? Is that in the 3.14 scripts? (I'm guessing the number)

Quote:"14. ... give engineers Halo-style armor?"

Yes, remodel the character

No, I like the way the engineers look, but I want them their armor to function like halo armor.

Quote:"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.)"

Can't be done. If you're referring it to be like Gmod this engine doesn't support that. It just doesn't know how to pick things up. And what's a "BTTF" car?

Back To The Future

Quote:"17. ... A jeep that passangers can fire from (repairing the tank from the jeep while the driver/gunner uses a machine gun)."

Already done.

This, the BTTF car, and the submarine were the only things I thought were impossible. I thought I saw something about destroyers in one script, though.

Wait, the script editor is in C++, right? I'm a programer as much as a 7th grader can be and know game make and byond. I could learn C++ in maybe a year in a half or two.

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