
Subject: Re: C&C Modern Combat (multiplayer)
Posted by [sadukar09](#) on Sat, 20 Oct 2007 23:06:24 GMT
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1. Can you share your machines specs?
 2. Yes, its REALLY gay, unless then engineer is going to get an ammo refiller, I say have an ammo refill point. (e.g. The aircraft hangers)
 3. Yea it does stuck there SOMETIMES, only when you first join I think.
 4. Bigger maps are win ^_^
 5. Yes, but he can't change other plane's physic without Source code. (&#^%#%@ EA)
 6. It's the physics, VTOL ftl.
 7. What??? I like it :/
 8. I reported that, Urimas said he sucks with rotors
 9. Yep. WE NEED MORE SOUNDS!
 10. He's probably going to change it after. (Like version 1.0?)
 11. I think he's trying to be realistic, but a bit faster is good.
 12. Meh, I didn't fly the F-117 much, but I think the bombs kinda suck :/ Maybe dual missiles would work.
 13. Not really lol.
 14. Good idea, (I think Cargo planes can't carry MBT's or is it Chinooks...)
 15. Kinda true.
 16. Terrorists? :V (Change it to maybe Soviet or Chinese soldiers.)
 17. Yeah, I'd like to see a Medic ^_^ (You can base your model on Half Life marines)
 18. Well it's hard to change without source code (unless he'd god with weapon models...which he's so close)
 19. In real life your wrench won't last forever right? :/ But I think the per ammo-repair ratio should go up a bit.
 20. WE NEED MORE!
 21. For a 1 man mod, give him a break. He will probably do it a bit later.
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