Subject: I have an idea, can it be done?
Posted by piotrkol1 on Mon, 05 Jan 2009 04:09:18 GMT
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So I've came up with this serverside idea for a SP map and I was wondering if it could be done. The map I was thinking of is M10. GDI would start out at the beginning of the map where you start in the campaign and NOD would start in the HON. The idea is that during the 30 minutes of the game GDI would have to destroy the HON while NOD would have to defend it. Now I know that if you load the westwood M10 level edit file there's a SP building marker in the HON so I know that the building will be on and destroyable. However, what I'm wondering is if there is a certain script that would win the game for GDI if the HON was destroyed. Also, for GDI I'm wondering if there's a script that would win the game for NOD when the times runs out during the game. Thanks a lot!