Subject: Re: Building Structures, Engineers, More Teams, Allied Teams, Persistent Maps, PHP Stats
Posted by F1AScroll on Tue, 10 Mar 2009 20:04:09 GMT
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RoShamBo wrote on Tue, 10 March 2009 08:05You can already bring up the real PT server-side. Yes, but I want a fake one. Besides, I can't think of any occasions where that would be useful, except for maybe making a non-PT open the menu. Of course, I made a beacon open the PT by setting terminal type to GDI.

By the way, I got garrisonable buildings to work. Take a (copy of a) GDI APC, remove all the torque, acceleration, etc., and you've got yourself a garrisonable building! Yay! That looks like an APC! Boo!

Anyone interested in making models? I'd like one with a civilian building with a minigun like the APC's in the window, and a bunker like the one in RA2 with the same type of gun. Grain Trade Center in Vienna would be nice, too, but nowhere near necessary.

Also, if a vehicle looked liked a box with a hole in the side, would you be able to walk through the hole? Just checking.