
Subject: Re: An idea

Posted by [TNaismith](#) on Thu, 24 Dec 2009 07:42:05 GMT

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Lone0001A flying mammy would be more horrific tbh though, all it would have to do is point it's cannons at you and you'd flee from the server.

xD When I read that I seriously imagined a mammoth tank hovering slowly over the middle area in City_Flying.mix (Or a map with that name) and the local population, instead of crying "UFO!" in fear, were yelling "FLYING MAMMOTH!" and bolting away in chaos. Flying mammoth hehe, so many possibilities...

For the original idea though of having 'Vehicle' power-ups, I think that would be a very interesting addition to Renegade. Some of the possibilities mentioned I could see working really well (In addition to the standard AOW servers) for some Coop mods (Although the flying vehicle powerup might be excessive). For implementation, I was wondering whether this would be serverside scripted as in a script of some sort would be created for use in Level Edit to attach to vehicles? (Which in turn would trigger the necessary weapons/powerups when a vehicles is destroyed) Or were you all talking about SSGM?

Sorry for being clueless, I can't help much in actually scripting or brainstorming how to go about making it functional, but I would be interested in seeing it used for future Coop mods. If it is something that could be used in Level Edit (Via adding scripts to vehicles/objects), I could do some extensive testing myself. (Keeping in mind my testing wouldn't really help anyone but myself)

Creative thought.

~TNaismith

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