Subject: Re: C&C_Dunes_Naval_Flying soon
Posted by rrutk on Thu, 13 Oct 2011 22:46:49 GMT

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not sure if the terrain around will never be used:

the walls are really large, protected with a lot of samsites and a lot of covered sniperspots.

the entry is very tide and easy to protect.

so may be there will be firefight in the middle, but you need to sneak around with tanks/stanks and try to attack the base from the behind.

especially the gdi base has guard towers (not advanced ones) and antitank barriers there, so this will also be not as easy as it seems to be.

the naval units are thought only to be support, otherwise it would be a to big impact on standard renegade gameplay.

PS. for the naval logic I used the old RA_Naval scripts now.
Works fine.
The only thing is, that's a little bit tricky to get in and out in/off naval vehicles. and sub's (only subs, not hovercrafts nor gunboats) could get stuck if to close to the beach...

Blazea58 wrote on Thu, 13 October 2011 13:27
 All in all nice concept, but the map needs simple improvements on the terrain.

that's true. unfortunatly i'm not as good in RenX then some others.