
Subject: C&C_Tropical *wip*

Posted by [zunnie](#) on Thu, 22 Mar 2012 01:22:46 GMT

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Test Version is online, you can download it here: <http://www.zunnie.net/renegade/tropical/> (get the latest zip file there)

Test it on our server nickname on xwis is a0000000w

IP: 188.138.84.233:7000

Based on a map i made for TCW

The Carrier is from CNC3 and fixed up for use in TCW/Renegade by Mauler.

The map will have one or two turrets and guard towers maybe.

It will not have an AGT or Obelisk.

On the Carrier in center will spawn two Cannons you can enter and attack the enemy base with.

I'm still pondering if i should make this Carrier targettable and ability to destroy it after which the Cannons will stop spawning *maybe*....

Or some other stuff i am thinking of is making the Carrier capturable, and when captured the onboard cannons will attack the enemy base/units. Not sure yet.

WIP Screenshots: