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Subject: Re: My mod so far

Posted by [Stallion](#) on Sun, 16 Feb 2014 03:46:13 GMT

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Update on my server mod. I have some great mods in place but it's still early alpha so there are a lot of bugs, but thanks to all the player on my server (RenDeploy), I've been able to spot them and am in the process of fixing them.

On the map there are as follows (but not limited to):

Quote:a working mobile teleporter

This allows you to move a vehicle around the map and teleport any number of troops to that location.

(You have to hit "e" after teleport to enter the vehicle to get out of the center of the chameleon.)

Quote:a lightning gun - has a beautiful lightning look to it, as well as customs sounds for the fire and reload)

Quote: many custom pt's for weapons using the weapon .w3d as the icon for it

Quote:a truck that deploys into a solid rush blocker wall when repaired to full health

and more... so come by and check it out, it's a bit glitchy but fun right now and some of those things might not be there by the final version.

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