Subject: I need to know all mod tools bugs (also new features)
Posted by KIRBY098 on Wed, 12 May 2004 18:29:32 GMT
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In the games there were boxes that did various things.

Chemical Clouds
Missile strikes
Chemical Missile strikes
Money
Explosion
Free vehicles

Could we get something like that back into C&C's universe here?

Also has an airstrike feature been discussed for GDI?

Overall though, the only thing I really want to see implemented are the following:

Destroyable Buildings like NeoSaber's
Vehicles remain where they are destroyed, and don't just *POP* out of sight. A destroyed Mammy
can provide good cover for infantry.