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Subject: I need to know all mod tools bugs (also new features)

Posted by [Deactivated](#) on Wed, 12 May 2004 18:39:45 GMT

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KIRBY098In 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.

Um.. this isn't a Mod tools bug.. also, wouldn't these would be more suitable in a mod.

BTW, some of the things you mentioned above are implented in C&C Commando.

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