
Subject: another lame idea from a rook 4 u map makers! interested?

Posted by [Anonymous](#) on Mon, 22 Apr 2002 10:57:00 GMT

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yeah yeah i know, im jus another N00B suggestin another crappy idea, well its a good idea so hear me out. 1st of all i doubt its possible, unless sum really experienced ppl start on it. My idea is a 4 team map, 2 gdi and 2 nod. I guess nobody can b bothered 2 create new coloured textures 4 the new teams, (ie, gdi apc, mammoth, mrls etc could b green) but there are a lot of textures hangin around 4 free! eg trzmods.com have a whole set. But there are other probs i dont know how ppl can get round, but hell i dont know wat renegade can/can't do. eg, how would ppl chose teams when only gdi + nod appears? and what happens when u press 'k', or how do u know wat to do when it sez, "gdi power plant under attack", so jus larf at me face or tell me if its possible! One of the only reasons im suggestin this is because i used 2 absolutely luv sheepab in ts, until it got borin....

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Posted by [Anonymous](#) on Mon, 22 Apr 2002 11:27:00 GMT

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or alternatively u could ridicule me by not posting anything! at all! bah humbug

Subject: another lame idea from a rook 4 u map makers! interested?

Posted by [Anonymous](#) on Mon, 22 Apr 2002 11:32:00 GMT

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LOLListen i don't think this is possible..

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Posted by [Anonymous](#) on Mon, 22 Apr 2002 11:35:00 GMT

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it would be possible, but once again it requires full access to the scripts.dll file, the one that westwood has hardcoded so lovingly for us.. wont be too long before we can.. multiple teams would be cool, bu i dont know about 2 GDI/ 2 NOD maybe make the 2 new ones differant factions and have variantions of the units make it a bit more interesting.

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Posted by [Anonymous](#) on Mon, 22 Apr 2002 13:25:00 GMT

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<cough> oh dont mind me, jus puttin my thread 2 top again....so sue me?!

Subject: another lame idea from a rook 4 u map makers! interested?

Posted by [Anonymous](#) on Mon, 22 Apr 2002 13:55:00 GMT

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-bu i dont know about 2 GDI/ 2 NOD maybe make the 2 new ones differant factions and have variations of the units make it a bit more interesting.-Yea like mutants and civilans, coool!!

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Posted by [Anonymous](#) on Mon, 22 Apr 2002 14:31:00 GMT

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how would that work out?!16 flame tanks for nod!?!?!?WTF!!?8 vechiles for each team...total 32 vechiles on a map at oncel!thats like 32 people right there!!!(each vechile on the map acts as if it were a person)talk about lag...
