
Subject: I have a few questions... (A lot of cool and/or weird ideas)

Posted by [F1AScroll](#) on Thu, 01 Mar 2007 02:48:06 GMT

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How do I:

1. ... make GDI/NOD/rebel soldiers spawn, respawn, and use AI?
2. ... make the Back To The Future car (similar to how it is in GTA; fly it just like the movie and teleport to somewhere (maybe to enemy base) when you reach 88 mph)?
3. ... make it so you can drive the harvester and still harvest tiberium.
4. ... make it so after you harvest some tiberium, it disappears.
5. ... make tiberium respawn after awhile?
6. ... make civilians spawn, respawn, and use AI?
7. ... capture buildings (like in that Renegade Generals Mod)?
8. ... change GDI into a blue NOD (So I can destroy all Hassan's elite guard)?
9. ... make mech units?
10. ... have multiple buildings of the same type?
11. ... have naval units?
12. ... manually fly air strikes or have a buildable bomber guy?
13. ... make a yellow submarine, a yellow submarine, to shoot enemy ships and dive/submerge?
14. ... give engineers Halo-style armor?
15. ... red Gravity Gun as the "Gizmo's" secondary fire. ("Quick! They got the BTTF car! Destroy it!" Later. "BOOM!" "I thought we killed the BTTF car! DARN YOU GRAVITY GUN!!! OMG I'M DEAD!!!" Even more later. "OMG F1ASCROLL!!! YOU KILLED THE BTTF CAR!!! WTF!!!" Everyone shoots me.) (It would be really cool if you could move the base structures.)
16. ... Base defence beacons. You place 'em and a turret appears.
17. ... A jeep that passengers can fire from (repairing the tank from the jeep while the driver/gunner uses a machine gun).

Thanks in advance for any and all help. Wouldn't it be fun to be the NOD guy flying a car over a lake to capture the TV station to the east. Wouldn't it be even more fun to be the Hassan guy in the lake shooting him down. And wouldn't it be really fun to be the GDI guy who uses a plane to bomb him.

I'd also like to hear of any other cool ideas anyone comes up with. Espically if it has to do with base construction.

Subject: Re: I have a few questions... (A lot of cool and/or weird ideas)

Posted by [Jerad2142](#) on Thu, 01 Mar 2007 04:32:08 GMT

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Holly Crap, have you ever even used level editor before?

Subject: Re: I have a few questions... (A lot of cool and/or weird ideas)

Posted by [Renerage](#) on Thu, 01 Mar 2007 08:17:52 GMT

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Hey bud, those arent bad ideas.
I especially like number 17.

Subject: Re: I have a few questions... (A lot of cool and/or weird ideas)

Posted by [Zion](#) on Thu, 01 Mar 2007 08:37:44 GMT

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"1. ... make GDI/NOD/rebel soldiers spawn, respawn, and use AI?"

Possible

"2. ... make the Back To The Future car (similar to how it is in GTA; fly it just like the movie and teleport to somewhere (maybe to enemy base) when you reach 88 mph)?"

Could be done but you need to know C++

"3. ... make it so you can drive the harvester and still harvest tiberium."

Already happens

"4. ... make it so after you harvest some tiberium, it disappears."

Can be done

"5. ... make tiberium respawn after awhile?"

Can be done

"6. ... make civilians spawn, respawn, and use AI?"

Look at 1.

"7. ... capture buildings (like in that Renegade Generals Mod)?"

Can be done

"8. ... change GDI into a blue NOD (So I can destroy all Hassan's elite guard)?"

Can be done

"9. ... make mech units?"

Look at Reborn

"10. ... have multiple buildings of the same type?"

Yes, just copy the building controller and set it to the new buildings agg node names

"11. ... have naval units?"

Look at APB

"12. ... manually fly air strikes or have a buildable bomber guy.?"

Can be done

"13. ... make a yellow submarine, a yellow submarine, a yellow submarine, to shoot enemy ships and dive/submerge?"

Lame rip on The Beatles there but yes, look at 11.

"14. ... give engineers Halo-style armor?"

Yes, remodel the character

"15. ... red Gravity Gun as the "Gizmo's" secondary fire. ("Quick! They got the BTTF car! Destroy it!" Later. "BOOM!" "I thought we killed the BTTF car! DARN YOU GRAVITY GUN!!! OMG I'M DEAD!!!" Even more later. "OMG F1ASCROLL!!! YOU KILLED THE BTTF CAR!!! WTF!!!" Everyone shoots me.) (It would be really cool if you could move the base structures.)"

Can't be done. If you're referring it to be like Gmod this engine doesn't support that. It just doesn't know how to pick things up. And what's a "BTTF" car?

"16. ... Base defence beacons. You place 'em and a turrent appears."

Can be done

"17. ... A jeep that passangers can fire from (repairing the tank from the jeep while the driver/gunner uses a machine gun)."

Already done.

Just pointing out what can and can't be done for you. Most of these things i don't know how to do myself but i have a vauge idea on how they'd work.

Subject: Re: I have a few questions... (A lot of cool and/or weird ideas)

Posted by [ericlaw02](#) on Thu, 01 Mar 2007 15:53:31 GMT

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BTTF = Back to the future = Deloran?

Subject: Re: I have a few questions... (A lot of cool and/or weird ideas)

Posted by [Jerad2142](#) on Thu, 01 Mar 2007 17:24:27 GMT

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Merovingian wrote on Thu, 01 March 2007 01:37

"15. ... red Gravity Gun as the "Gizmo's" secondary fire. ("Quick! They got the BTTF car! Destroy it!" Later. "BOOM!" "I thought we killed the BTTF car! DARN YOU GRAVITY GUN!!! OMG I'M DEAD!!!" Even more later. "OMG F1ASCROLL!!! YOU KILLED THE BTTF CAR!!! WTF!!!" Everyone shoots me.) (It would be really cool if you could move the base structures.)"

Can't be done. If you're referring it to be like Gmod this engine doesn't support that. It just doesn't know how to pick things up. And what's a "BTTF" car?

Actually this can be done but you would have to be extremely good at scripting (but trust me it is doable).

cheekay77 wrote on Thu, 01 March 2007 01:17Hey bud, those arent bad ideas.
I especially like number 17.

I already do that in Renhalo.

Subject: Re: I have a few questions... (A lot of cool and/or weird ideas)

Posted by [Zion](#) on Thu, 01 Mar 2007 21:34:48 GMT

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I know it can be done but it's horrible when it is done. I know a friend who made a crane to pick up vehicles but it just when beserk in the air.

Subject: Re: I have a few questions... (A lot of cool and/or weird ideas)

Posted by [jnz](#) on Thu, 01 Mar 2007 21:38:41 GMT

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the gravaty gun i would say is pretty easy. you just need to know the maths

make a gun that shoots like the pistol. does no damage. when someone attacks with it, it just moves the victim very slightly to the attacker.

if i new how much to increment x y (ofc it could be a negative number thus decrimenting it) by on the victim i could do this in a few mins.

Subject: Re: I have a few questions... (A lot of cool and/or weird ideas)

Posted by [Zion](#) on Thu, 01 Mar 2007 21:40:39 GMT

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Don't forget Z, you're working in a 3D enviroment.

Subject: Re: I have a few questions... (A lot of cool and/or weird ideas)

Posted by [Slave](#) on Thu, 01 Mar 2007 21:50:43 GMT

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It looks pretty, but once you know how it's done you will realize how dirty it is.

Howto:

- By accident i once modeled oversized ammo with physical collision enabled.
- In leveledit i made this ammo move at 25 meters/sec.
- Ingame i went lmao at the size of the ammo.
- A few moments later i noticed wheels of the harvester could actually drive onto the ammo when the ammo moved slow enough.
- I went back to gmax, created a few invisible+collidable planes above eachother.

- Used this as ammo and "yay", i could lift the harvester with it.
- Spiced it up with some random emitter.
- Pie

And nope, you cant really drag the vehicle in the direction you want. You could tweak the ammo model a bit to fake some effects though.

Subject: Re: I have a few questions... (A lot of cool and/or weird ideas)

Posted by [FireRescue343](#) on Thu, 01 Mar 2007 22:07:02 GMT

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thats really cool how did u like do all of it.

Subject: Re: I have a few questions... (A lot of cool and/or weird ideas)

Posted by [Slave](#) on Thu, 01 Mar 2007 23:40:10 GMT

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i sincerely hope you ain't referring to me...

Subject: Re: I have a few questions... (A lot of cool and/or weird ideas)

Posted by [sharra](#) on Thu, 01 Mar 2007 23:54:09 GMT

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you shold get some one to help make a mod with some of that stuff in it and that gun that lifts the stuff in air you woldint have to worry about enemy vihicals just make them go up and keep drop inag them on guys use your own car and leve it in the tibarem field so when a guy trs to get it you pick it up and drop it one him need to makeit so you can move with it though so you have a gint club and take over bulding rush guard tower or obalisk with guy to take it over and gurd it hope you didnt whant that defins starts killing every one

Subject: Re: I have a few questions... (A lot of cool and/or weird ideas)

Posted by [FireRescue343](#) on Fri, 02 Mar 2007 02:58:31 GMT

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slave i ment u

Subject: Re: I have a few questions... (A lot of cool and/or weird ideas)

Posted by [Jerad2142](#) on Fri, 02 Mar 2007 04:45:44 GMT

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He gave you the directions right there!!

Subject: Re: I have a few questions... (A lot of cool and/or weird ideas)

Posted by [Cpo64](#) on Fri, 02 Mar 2007 05:48:07 GMT

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I remember a tank that could do that from one of the very first mods for ren... what was it called, TiberiumRev or something? it had like 15 different versions or something ridiculous. And was only ever available in pkg format.

Subject: Re: I have a few questions... (A lot of cool and/or weird ideas)

Posted by [sharra](#) on Fri, 02 Mar 2007 06:48:57 GMT

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Slave wrote on Thu, 01 March 2007 15:50It looks pretty, but once you know how it's done you will realize how dirty it is.

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- I went back to gmax, created a few invisible+collidable planes above eachother.
- Used this as ammo and "yay", i could lift the harvester with it.
- Spiced it up with some random emitter.
- Pie

And nope, you cant really drag the vehicle in the direction you want. You could tweak the ammo model a bit to fake some effects though. ya mam rush you hold mam in air while your hole team is blowing it to bits

Subject: Re: I have a few questions... (A lot of cool and/or weird ideas)

Posted by [F1AScroll](#) on Sat, 03 Mar 2007 02:06:28 GMT

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Jerad Gray wrote on Wed, 28 February 2007 23:32Holly Crap, have you ever even used level editor before?

Yes, just not the scripter. And who's Holly?

Merovingian wrote on Thu, 01 March 2007 03:37"3. ... make it so you can drive the harvester and still harvest tiberium."

Already happens

I mean drive it like you'd drive a mammoth tank.

Quote:"11. ... have naval units?"

Look at APB

What's APB? Is that in the 3.14 scripts? (I'm guessing the number)

Quote:"14. ... give engineers Halo-style armor?"

Yes, remodel the character

No, I like the way the engineers look, but I want them their armor to function like halo armor.

Quote:"15. ... red Gravity Gun as the "Gizmo's" secondary fire. ("Quick! They got the BTTF car! Destroy it!" Later. "BOOM!" "I thought we killed the BTTF car! DARN YOU GRAVITY GUN!!! OMG I'M DEAD!!!" Even more later. "OMG F1ASCROLL!!! YOU KILLED THE BTTF CAR!!! WTF!!!" Everyone shoots me.) (It would be really cool if you could move the base structures.)"

Can't be done. If you're referring it to be like Gmod this engine doesn't support that. It just doesn't know how to pick things up. And what's a "BTTF" car?

Back To The Future

Quote:"17. ... A jeep that passengers can fire from (repairing the tank from the jeep while the driver/gunner uses a machine gun)."

Already done.

This, the BTTF car, and the submarine were the only things I thought were impossible. I thought I saw something about destroyers in one script, though.

Wait, the script editor is in C++, right? I'm a programmer as much as a 7th grader can be and know game make and beyond. I could learn C++ in maybe a year in a half or two.

Subject: Re: I have a few questions... (A lot of cool and/or weird ideas)

Posted by [F1AScroll](#) on Sat, 03 Mar 2007 04:29:17 GMT

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Another 2 ideas.

18. Chrono harvesters. Like in RA: Yuri's Revenge 2 (or something). They can hold half the ore/tiberium/tiberian/whatever as a Soviet/NOD/Hussan/whatever one, but they teleport back to base when they're full. Course, there may be problems with AI not knowing that they teleported and RenGuard may think that "OMG! YOU'RE CHEATING! DIE BOOT BAN FISH!!!" and kill/boot/ban/whatever(!) you, but if you do enough stuff, something might work. Course, people might think GDI *is* cheating, and in all truth, they sorta are. GDI could easily leave the harvester there and repair it. Then again, they get half the money. Course, all this assumes that the harvesters have manual driving enabled, which would require barrel/bail/fish(?)/whatever

checks to see if you have any stuff. If you didn't, you could just go back and forth a small distance in your base and get \$2.1 jigodollars (since BTTf has been mentioned and so has the word chrono, which means time, which means Westwood screwed up naming it the *chrono*harvester).

19. And while we're talking Yuri's Fish: Red Alert 7, how about Yuri stuff.

20. Chicken. Before you say I suffer from sever mental retardation, Westwood thought of it, too. 'Course, it crashes the game. Really, this is just a joke. But I know one day someone will make a totaliy great hack, err... mod off it 'cause that's the way the world works. Someone thinks up the *worst idea ever* (like Sole Survivor) and turns it into the *coolest thing since sliced bread* (as in Renegade).

21. Guard dogs (Both teams). Come on! Who doesn't love 'em! I played the entire Allied campaign with 'em. (Cookie to whoever figures out how I played with Guard Dogs with the Allies. Hint: I made it so I was the Soviets during those missions.)

22. Spys (Both teams). And The Sole Reason (NOTE TO SELF: Quit Capatilizing Every Word.) the guard dogs are there. To detect spies. Allies (the term, not the team) always see you as "<you> (Spy)", enimies see you as one of them, whick sucks for you if the guy you are sees you. Really sucks for you if they have a flame/mammoth tank. Also, you are shown as yourself if you a guard dog is near you.

And don't forget, Mr. Monk ain't Dale Butterworth. If you get that reference (that's totalily unrealtd to CnC, harvesters, and BTTf), I'll give you a cookie.

EDIT: Why's this post have an edit button and the one above it not?

Subject: Re: I have a few questions... (A lot of cool and/or weird ideas)

Posted by [crazfulla](#) on Sat, 03 Mar 2007 07:06:53 GMT

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f1ascroll wrote on Fri, 02 March 2007 20:06

Merovingian wrote on Thu, 01 March 2007 03:37"3. ... make it so you can drive the harvester and still harvest tiberium."

Already happenes

I mean dive it like you'd drive a mammoth tank.

youCAN drive harvesters. Not on the default maps though. Only on a couple of Fanmade maps, and in the APB mod. Google it if you have to. (I'm assuming you've heard of GOOGLE?)

Subject: Re: I have a few questions... (A lot of cool and/or weird ideas)

Posted by [F1AScroll](#) on Sat, 03 Mar 2007 19:47:51 GMT

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crazfulla wrote on Sat, 03 March 2007 02:06f1ascroll wrote on Fri, 02 March 2007 20:06

Merovingian wrote on Thu, 01 March 2007 03:37"3. ... make it so you can drive the harvester and still harvest tiberium."

Already happenes

I mean dive it like you'd drive a mammoth tank.

youCAN drive harvesters. Not on the default maps though. Only on a couple of Fanmade maps, and in the APB mod. Google it if you have to. (I'm assuming you've heard of GOOGLE?)

Yes, I've heard of Google. However, the fact I've been doing this stuff for about 3 days (including today) may have something to do with my percived incompetence. I don't know what all the acronyms mean yet. I searched the fourms and it never said "Red Alert: A Path Beyond," only "APB," which is what I searched for. I did, however know that "APC" means "Armored Personal Carrier" and that "RP2" stands for "Roleplay 2". That's because a) Google's used everywhere. b) APC means that in C&C(TD). and c) RP generally stands for Roleplay.

Also remember that i'm TWELVE. Geez. I ain't exactly the Einstien of computers, grammer, spelling,typing fast,RPGs, or FPSes. I'm okay at programing in some languages, making obscure references, and Commander and Conquer (TD, Covert Operations, RA, and Counter Strike. I have Aftermath, but it won't run. I suck at Generals).

If you think I'm incompetent, go talk to someone you've previously dubbed competent. If I've totalily misunderstood what you've said, sorry. I'm not really good with people (I used to enjoy talking to the harvesters like they were puppies. Don't ask.).

Subject: Re: I have a few questions... (A lot of cool and/or weird ideas)

Posted by [Veyrdite](#) on Sat, 03 Mar 2007 22:35:02 GMT

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1stly-never note your age if your young

Quote:Also remember that i'm TWELVE. Geez. I ain't exactly the Einstien of computers, grammer, spelling,typing fast,RPGs, or FPSes. I'm okay at programing in some languages, making obscure references, and Commander and Conquer (TD, Covert Operations, RA, and Counter Strike. I have Aftermath, but it won't run. I suck at Generals).

2ndly-your the one wanting to do this

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already been done in a mod

gravity gun-modforums\rp2 prebeta 3. look there

Subject: Re: I have a few questions... (A lot of cool and/or weird ideas)

Posted by [F1AScroll](#) on Sat, 03 Mar 2007 23:01:37 GMT

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dthdealer wrote on Sat, 03 March 2007 17:35
1stly-never note your age if your young
Quote:Also remember that i'm TWELVE. Geez. I ain't exactly the Einstien of computers, grammer, spelling, typing fast, RPGs, or FPSes. I'm okay at programing in some languages, making obscure references, and Commander and Conquer (TD, Covert Operations, RA, and Counter Strike. I have Aftermath, but it won't run. I suck at Generals).

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already been done in a mod

gravity gun-modforums\rp2 prebeta 3. look there

"http://renhelp.net/index.php?mod=Tutorials&action=view&id=39"[b]CnC_Chicken --causes game to crash[\b]

...

[b]This list was provided by Westwood Studios & kawolsky[\b]

It would seem that somewhere along the lines they typed "C&C_Chicken." Maybe they ment to type "C&C_Mutant," but they were eating chicken. Anyway, it's in the game just like the Mobile Communications Center in CnC(TD).

Well, I gotta go turn off the TV now. My head will 'eplode in 5,4,3,2,1... (And what do you know. At the exact moment I typed "1," someone changed the chanel from the same 3 second loop to Spongebob. Wow...)

Subject: Re: I have a few questions... (A lot of cool and/or weird ideas)

Posted by [Jerad2142](#) on Sun, 04 Mar 2007 01:58:13 GMT

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f1ascroll wrote on Fri, 02 March 2007 21:29

20. Chicken. Before you say I suffer from sever mental retardation, Westwood thought of it, too. 'Course, it crashes the game. Really, this is just a joke. But I know one day someone will make a totaliy great hack, err... mod off it 'cause that's the way the world works. Someone thinks up the *worst idea ever* (like Sole Survivor) and turns it into the *coolest thing since sliced bread* (as in Renegade).

Sole Survivor is modded off Renegade so you could not turn it into Renegade.

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21. Guard dogs (Both teams). Come on! Who doesn't love 'em! I played the entire Allied campaign with 'em. (Cookie to whoever figures out how I played with Guard Dogs with the Allies. Hint: I made it so I was the Soviets during those missions.)

Modify the "Rules.ini".

Subject: Re: I have a few questions... (A lot of cool and/or weird ideas)

Posted by [F1AScroll](#) on Sun, 04 Mar 2007 04:14:21 GMT

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Jerad Gray wrote on Sat, 03 March 2007 20:58f1ascroll wrote on Fri, 02 March 2007 21:29
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Sole Survivor is modded off Renegade so you could not turn it into Renegade.

Sole Survivor is not in any way modded off the Renegade Engine. That's like saying Doom's modded of the Goldeneye engine. Sole Survivor was a real-time strategy/tattics game where you controled 1 unit (minigunner, tank, dinosaur, ect... No, really, dinosaurs. Remember them? Covert Operations.) and told him/her/it/them(?) to attack a unit or move somewhere. Pi9cking up a crate boosts your abilities in some area.

Renegade is a First Person Shooter where you play as one unit (minigunner, rocket launcher, grenader, engineer, ect...) and you shoot things and move and you can drive vehciles. You can also build stuff. Cars only, though. No buildings.

Basicly, either you missed something, I missed something, or we both missed something. I pretty sure you're talking about a Renegade mod called "Sole Survivor" and never heard of the game "Sole Survivor" that I was refering to. Anyway, umm, stuff... Oh, yeah. Basicly I explained what SS is because hardly anyone on the face of the Earth knows what it is. I explained Renegade because I felt like outting off my Cateye 707 Renegade mod for a few extra minutes. Now if you excuse me, I'll be off getting some tea so I can have one more minute not cross-referencing renhelp.net and goldeneye.detstar.com to get weapons information. Sorry if I've annoyed you or anyone else. Why... can't... I... Stop... Typing... ? Hahahaha...

P.S. Good luck with your RenHalo mod. Not that you'd need luck.

P.P.S. or P.S.S. Actually I modified the maps themselves. I made backups, of course.

Subject: Re: I have a few questions... (A lot of cool and/or weird ideas)

Posted by [sharra](#) on Sun, 04 Mar 2007 05:45:24 GMT

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sharra wrote on Fri, 02 March 2007 00:48Slave wrote on Thu, 01 March 2007 15:50It looks pretty, but once you know how it's done you will realize how dirty it is.

Howto:

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Subject: Re: I have a few questions... (A lot of cool and/or weird ideas)

Posted by [Jerad2142](#) on Sun, 04 Mar 2007 06:32:47 GMT

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Actually I have heard of solo survivor but I assumed that was just another name for C&C95, so now I am curious what is it?

And yes I was thinking of this:

Subject: Re: I have a few questions... (A lot of cool and/or weird ideas)

Posted by [Nameme99](#) on Sun, 04 Mar 2007 06:44:09 GMT

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there was a Solesurvivor game, mainly just a copy of C&C95 IMO. had CTF and mainly one unit battles I think...

also, about the gravity gun, go play the Tiberium evolution x12, the 'microwave tank' has the same effect but the bullet dose alot of damage...

Subject: Re: I have a few questions... (A lot of cool and/or weird ideas)

Posted by [F1AScroll](#) on Sun, 04 Mar 2007 16:54:50 GMT

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Jerad Gray wrote on Sun, 04 March 2007 01:32Actually I have heard of solo survivor but I assumed that was just another name for C&C95, so now I am curious what is it?

And yes I was thinking of this:

This place has some info about it. Basicly, it's not another name for Cnc, it's just another type. RTS version of Renegade with dinos and crates.

EDIT: Also, that mod looks really good from that one screenshot.

Subject: Re: I have a few questions... (A lot of cool and/or weird ideas)

Posted by [OWA](#) on Sun, 04 Mar 2007 18:05:13 GMT

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f1ascroll wrote on Sat, 03 March 2007 04:29Another 2 ideas.

18. Chrono harvesters. Like in RA: Yuri's Revenge 2 (or something). They can hold half the ore/tiberium/tiberian/whatever as a Soviet/NOD/Hussan/whatever one, but they teleport back to base when the're full. Course, their may be problems with AI not knowing that they teleported and RenGuard may think that "OMG! YOU'RE CHEATING! DIE BOOT BAN FISH!!!" and kill/boot/ban/whatever(!) you, but if you you do enough stuff, something might work. Course, people might think GDI *is* cheating, and in all truth, they sorta are. GDI could easily leave the harvester there and Repair it. Then again, they get half the money. Course, all this assumes that the harvesters have manual driving enabled, which would require barrel/bail/fish(?)/whatever checks to see if you have any stuff. If you didn't, you could just go back and forth a small distance in your base and get \$2.1 jigodollars (since BTTF has been mentioned and so has the word chrono, which means time, which means Westwood screwed up naming it the *chrono*harvester).

19. And while we're talking Yuri's Fish: Red Alert 7, how about Yuri stuff.

Just look at Red Alert 2: Apocalypse Rising

Subject: Re: I have a few questions... (A lot of cool and/or weird ideas)

Posted by [F1AScroll](#) on Tue, 06 Mar 2007 00:44:06 GMT

One Winged Angel wrote on Sun, 04 March 2007 13:05f1ascroll wrote on Sat, 03 March 2007 04:29Another 2 ideas.

18. Chrono harvesters. Like in RA: Yuri's Revenge 2 (or something). They can hold half the ore/tiberium/tiberian/whatever as a Soviet/NOD/Hussan/whatever one, but they teleport back to base when the're full. Course, their may be problems with AI not knowing that they teleported and RenGuard may think that "OMG! YOU'RE CHEATING! DIE BOOT BAN FISH!!!" and kill/boot/ban/whatever(!) you, but if you you do enough stuff, something might work. Course, people might think GDI *is* cheating, and in all truth, they sorta are. GDI could easily leave the harvester there and Repair it. Then again, they get half the money. Course, all this assumes that the harvesters have manual driving enabled, which would require barrel/bail/fish(?)/whatever checks to see if you have any stuff. If you didn't, you could just go back and forth a small distance in your base and get \$2.1 jigodollars (since BTTF has been mentioned and so has the word chrono, which means time, which means Westwood screwed up naming it the *chrono*harvester).

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Cool, can't wait until it's downloadable.

Uh, anyway, I sorta wanted to know *how* to do the stuff. Originally I just wanted the Gizmo to kill tiberium, though. Anyway (not "anywaq," as I keep typing it), does anyone have any tutorials explaining coding/scripting (Byond-ers kill you if you say "coder" while GM-ers don't; I don't want anyone to eat me.) with Renegade and C++. I know BYOND, Game Maker, and RPG Maker. I feel I could learn this stuff with enough time. Like I said, anyone got a tutorial?

Subject: Re: I have a few questions... (A lot of cool and/or weird ideas)

Posted by [F1AScroll](#) on Tue, 06 Mar 2007 03:02:56 GMT

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Also, would C&C(TD) style sidebar building ever be possible?

Subject: Re: I have a few questions... (A lot of cool and/or weird ideas)

Posted by [Jerad2142](#) on Tue, 06 Mar 2007 04:17:23 GMT

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Quote:Also, would C&C(TD) style sidebar building ever be possible?
It is already in some game mods.

Subject: Re: I have a few questions... (A lot of cool and/or weird ideas)
Posted by [F1AScroll](#) on Tue, 06 Mar 2007 22:36:01 GMT
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No, I've seen the sidebar used to build units, but I mean using it to build buildings. I really need to work on my cimmunication skills.

Subject: Re: I have a few questions... (A lot of cool and/or weird ideas)
Posted by [Gen_Blacky](#) on Tue, 06 Mar 2007 22:52:13 GMT
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Imao people dont listen

Subject: Re: I have a few questions... (A lot of cool and/or weird ideas)
Posted by [F1AScroll](#) on Tue, 06 Mar 2007 23:01:21 GMT
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To whom are you talking about? Me or Jerad? If him, it's my fault for giving NEI. If you mean me, sorry, I'm new.
