Subject: To WW.. easy improvement that would look purdy
Posted by Anonymous on Tue, 16 Apr 2002 10:08:00 GMT
View Forum Message <> Reply to Message

When a nuke is coming have a nod chinok fly over head to make it look like it's droping the nuke.. should be super simple to code, and look really nice.

Subject: To WW.. easy improvement that would look purdy
Posted by Anonymous on Tue, 16 Apr 2002 10:12:00 GMT
View Forum Message <> Reply to Message

Aren't those nuclear missiles, I dunno, launched from a missile silo? Else I don't see why it'd need to be shaped like a missile. And I doubt Nod has enough chinooks and bombs nearby so they could all reach any beacon within 50 seconds (unless every battle is near a Nod base)

Subject: To WW.. easy improvement that would look purdy
Posted by Anonymous on Tue, 16 Apr 2002 13:56:00 GMT
View Forum Message <> Reply to Message

The only problem with that is in some games, you need to plant a beacon on the pedestal to win. And if the Com Center/Temple of Nod was killed, that team couldn't win.

Subject: To WW.. easy improvement that would look purdy
Posted by Anonymous on Tue, 16 Apr 2002 14:45:00 GMT
View Forum Message <> Reply to Message

quote:Originally posted by Corsair_734:The only problem with that is in some games, you need to plant a beacon on the pedestal to win. And if the Com Center/Temple of Nod was killed, that team couldn't win.Doh!! Oh well.... guess this idea has been covered already.

Subject: To WW.. easy improvement that would look purdy
Posted by Anonymous on Tue, 16 Apr 2002 15:00:00 GMT
View Forum Message <> Reply to Message

quote:Originally posted by Corsair_734:The only problem with that is in some games, you need to plant a beacon on the pedestal to win. And if the Com Center/Temple of Nod was killed, that team couldn't win.or you could win like decent people and destroy their buildings?

Subject: To WW.. easy improvement that would look purdy
Posted by Anonymous on Tue, 16 Apr 2002 20:43:00 GMT

---

no stupid, he meanms when only "beacon on pedestal win game".If all abses are destroyed nothing happens, you HAVE to put it on the pedestal.

Subject: To WW.. easy improvement that would look purdy
Posted by Anonymous on Tue, 16 Apr 2002 21:03:00 GMT

Those games dont work anyhow

Subject: To WW.. easy improvement that would look purdy
Posted by Anonymous on Wed, 17 Apr 2002 00:43:00 GMT

Yeah, that's a good idea although the silo should be the Temple of Nod - that's where the missile is launched from in TD.

Subject: To WW.. easy improvement that would look purdy
Posted by Anonymous on Wed, 17 Apr 2002 14:44:00 GMT

A structure like a nuke silo and something that controlls the satelitte woudl be great.. and when it's destroyed people cna't buy nukes or they would have a logner timer..

Subject: To WW.. easy improvement that would look purdy
Posted by Anonymous on Wed, 17 Apr 2002 16:36:00 GMT

Having the advanced communications array or the temple of nod as new buildings would be great, but you'd hafta make them super strong! strong enough to withstand one or two of these attacks...And just like when the airstrip or barracks is destroyed, their units are also taken away.. cept this time it would be the beacon...Man.. where were you guys earlier in the boards? I had said this earlier and some guy came up to me saying it was the stupidest thing he'd ever heard of and that I should be shot... he's the only one that has rated me and.. well, look at that rating!

Subject: To WW.. easy improvement that would look purdy
Posted by Anonymous on Wed, 17 Apr 2002 21:58:00 GMT

quote:--Originally posted by

Corsair_734:The only problem with that is in some games, you need to plant a beacon on the pedestal to win. And if the Com Center/Temple of Nod was killed, that team couldn't win.---You can swith on/off the part where we can win with beacons on pedestal while creating the server. but to win a game, Destroying the base is a MUST. So there are no servers in which the game can only be won using a beacon. but even in the future, if such servers do come out, then we can make the comm centre and temple of nod undestructible or we can make it such that if the team destroys the opponent's temple or comm centre, the team will win

---

Subject: To WW.. easy improvement that would look purdy
Posted by Anonymous on Wed, 17 Apr 2002 23:09:00 GMT
View Forum Message <> Reply to Message

quote:Originally posted by SADMAN:quote:---Originally posted by Corsair_734:The only problem with that is in some games, you need to plant a beacon on the pedestal to win. And if the Com Center/Temple of Nod was killed, that team couldn't win.---You can swith on/off the part where we can win with beacons on pedestal while creating the server. but to win a game, Destroying the base is a MUST. So there are no servers in which the game can only be won using a beacon. but even in the future, if such servers do come out, then we can make the comm centre and temple of nod undestructible or we can make it such that if the team destroys the opponent's temple or comm centre, the team will winThere are servers out there, that won't give you a win when the enemy base is destroyed.Just look at all the options in the FDS, you'll see.

Subject: To WW.. easy improvement that would look purdy
Posted by Anonymous on Thu, 18 Apr 2002 06:59:00 GMT
View Forum Message <> Reply to Message

yeah. there are some servers like that. But in those servers, placing a beacon will not give u the win either. In servers like that, you would have to wait till the time limit goes off. To test this, go to the host game options and try to enable the Beacon on Pedestal Option and Disable the Win after enemy base is destroyed option. You will not be able to do it

---