
Subject: Chronosphere Script

Posted by [roszek](#) on Tue, 18 Mar 2014 11:52:35 GMT

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Video of the Chronospere script I wrote. it can transport a set number of vehs (on my map I will set it for 5) to a location that a special beacon is deployed.

When You purchase the beacon you are changed into a blue sbh (weapon was done by Mauler) and once you deploy the beacon you a changed back into whatever you were before you bought it, then a ten second timer will countdown and activate the Chronosphere.

If the beacon is destroyed the countdown will be halted.

If the power plant is destroyed the Chronospere will no longer function and be stopped if active and same if the building itself is destroyed.

If you buy another char while you have the beacon you will lose the beacon.

you have 5 minutes after you purchase the beacon to deploy it or you will lose it and be changed back.

Only vehs can be transported.

If you have a passenger in you vehicle when you are transported all passengers will get ejected and die

If you get stuck when you are transported you will be ejected from your veh and killed and your veh will be destroyed.

Video Demo

Subject: Re: Chronosphere Script

Posted by [reborn](#) on Tue, 18 Mar 2014 12:05:02 GMT

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It's a very neat concept. But I don't like the team hamper possibilities of killing inf in your vehicle.

Subject: Re: Chronosphere Script

Posted by [iRANian](#) on Wed, 19 Mar 2014 19:09:05 GMT

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Holy shit that's great. Even science won't be able to comprehend the full extend of possible new methods of teamhampering enabled by this device.

Subject: Re: Chronosphere Script
Posted by [OuTSMoKE](#) on Sun, 23 Mar 2014 05:37:21 GMT
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wow I like it, nice work. will you be publicly releasing?

Subject: Re: Chronosphere Script
Posted by [nuker7738](#) on Mon, 24 Mar 2014 15:41:59 GMT
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Infantry in vehicles shouldn't be killed. That's never how the Chronospheres worked in Red Alert--only completely unprotected infantry should die.

Subject: Re: Chronosphere Script
Posted by [roszek](#) on Tue, 25 Mar 2014 04:36:05 GMT
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Well this is not being made for red alert it is for a renegade mini-mod which will use things from many different C&C games.

I mean it is true that the concept is based on red alert but this is an fps game and things need to be taken into consideration such as shifting 5 vehicles into the nod base full of hotties and ions.

As for the th thing I guess I will see; not really sure how that will play out.

...Regardless I think this will be a fun addition to my mod which will be released pretty soon.

Edit: If you're script is not killing some noob then you are no fun

Subject: Re: Chronosphere Script
Posted by [Mauler](#) on Tue, 25 Mar 2014 08:27:40 GMT
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Lol great stuff

Subject: Re: Chronosphere Script
Posted by [zunnie](#) on Tue, 25 Mar 2014 10:54:53 GMT
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Excellent

Subject: Re: Chronosphere Script
Posted by [nuker7738](#) on Tue, 25 Mar 2014 16:46:48 GMT
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Ah, I was under the impression that the drivers of the vehicles were killed as well-- in that case, interesting concept! Hotties with ions being ported into the enemy base is still a bit of a problem since they could just hop in a throwaway vehicle like a humvee, but hey that's what balance testing is for!
