
Subject: Remaking the AGT

Posted by [Deafwasp](#) on Sat, 01 Nov 2003 11:20:53 GMT

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What do you want on your pizza?

I am remaking the gaurd tower so it makes sense and is a lot cooler. I am going to replace those stupid ceiling guns with actuall rocket launchers, and make it so players have to take control of gun nests to use the guns. So if a enemy is rushing in with a apc, you better man the guns or the infantry inside might just make it. Also, a second floor (I am trying to decide weather or not a elevator or a ladder is better. You can snipe from up there or just man the guns.

So Nod can actually have a chance at winning if the airstrip is gone. But it still retains its defensive power. And when the power is off, you can still man the guns.

About the pizza? oh, just tell me what you would like to see on this new model, I will do it if its good.

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Posted by [--oo00o00oo--](#) on Sat, 01 Nov 2003 11:32:36 GMT

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u must man the guns yourself? what about playing with that type of agt on a map with few players? everyone needs to man a gun and no one repairs? remaking sounds like it may turn out good but IMO i think u should leave the defenses automated.

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Posted by [General Havoc](#) on Sat, 01 Nov 2003 12:06:44 GMT

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GTH_User_Controllable_Base_Defence is a script that makes a weapon act like an automated base defence but also allows somoene to man it like a turret. When the guy hops out again the gun returns to AI controls again.

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Posted by [Deafwasp](#) on Sat, 01 Nov 2003 13:00:27 GMT

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I am trying to model it so there is a 360 degree of defense, the guns that can be manned by the player may end up looking like the gdi gaurd tower's (ACK's model) gun on a base. It may just look weird that the player disapears into a gun.

Subject: Remaking the AGT

Posted by [m1a1_abrams](#) on Sat, 01 Nov 2003 19:10:32 GMT

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Hmmm, it would be nice if the missiles came from somewhere, instead of magically appearing above the AGT.

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Posted by [Deafwasp](#) on Sun, 02 Nov 2003 00:14:55 GMT

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I added rocket pods.

Subject: Remaking the AGT

Posted by [JRPereira](#) on Tue, 04 Nov 2003 06:18:43 GMT

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I wouldn't recommend a ladder if you're going to have flying vehicles - for me the vehicle's controls would lock up and all you can do is turn around and shoot. But then again I wouldn't recommend elevators where you lag and fall through either.... hmm.

(also, if ground vehicles can get above or below the ladder you'll likely have the same problem).

Or did they fix the problem in a patch recently? I haven't been able to play as I still don't know where my data CD went off to.

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Posted by [PsycoArmy](#) on Wed, 05 Nov 2003 07:59:28 GMT

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I would suggest ramps if that possible for your model that would make every1 happy, but a AGT wouldnt be that big, like he said ladder for non flying maps.

Subject: Remaking the AGT

Posted by [General Havoc](#) on Wed, 05 Nov 2003 17:02:32 GMT

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I'd use teleporters personally, but thats just me.
