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Subject: Selling stuff

Posted by [terminator 101](#) on Wed, 24 Dec 2003 05:21:46 GMT

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Will it ever be possible to sell vehicles in this game, juts like it was possible in Tiberian dawn? I know that many people could start stealing team vehicles and selling them for their own gain, but still... That would not be a big problem, because you still have to guard your vehicle or else someone will steal it, and when you sell vehicle, you will stil only get 75%(or less, depending on how the vehicle is damaged) of its original cost. Does the game engine allow for vehicles to be sold? It should. And also, it really pisses me off when I have some expensive character, and by mistake I buy engineer (or anything that is basically free) and I loose lots of money, or when I defend a building that needs to be repaired, and I have to get rid of my expensive character just to buy hotwire/technicaian(or what is it called), and loose much of my hard earned money. It should be like this: you buy for example Sakura for 1000, and then you buy black hand for 400, 75% of those 1000 for sakura(750) minus 400 will be returned to your money, so you will earn 350. I think that this is a good idea, but It should have some restrictions, so this would work only of you go from more expensive character to cheaper character. Of couse this would work only for the characters that require Hand/barracks. I think that this is a good idea, and should be used(if it is possible fo couse) in at least some of the maps. Or it could be modified.....

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Subject: Selling stuff

Posted by [Cpo64](#) on Wed, 24 Dec 2003 05:43:14 GMT

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Well, if a script was written, it may be possible for you to sell a vehicle... not sure how it would work tho...

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Subject: Selling stuff

Posted by [Weirdo](#) on Wed, 24 Dec 2003 09:30:39 GMT

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If I remember correctly you couldn't sell vehicles in TD, only buildings.

But the idea it self isn't that bad. It would be very handy for changing infantry classes. But for vehicles well I don't know how this can work correct.

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Subject: Selling stuff

Posted by [Aircraftkiller](#) on Wed, 24 Dec 2003 09:42:05 GMT

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You could sell any vehicle in any C&C game before Generals, so long as it sat on a Repair Facility\Service Depot\Repair Pad.

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Subject: Selling stuff

Posted by [Weirdo](#) on Wed, 24 Dec 2003 09:45:37 GMT

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Ok I haven't tried that out yet :oops: .

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Subject: Selling stuff

Posted by [Aircraftkiller](#) on Wed, 24 Dec 2003 10:01:25 GMT

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You don't need to quote a post that's directly above your post, you know.

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Subject: Selling stuff

Posted by [PiMuRho](#) on Wed, 24 Dec 2003 13:32:19 GMT

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You could also sell infantry with a little exploit in TD - build a sandbag wall, and put your infantry just to the side of it. Switch to "sell" mode and hold the cursor over the sandbag. Then move slowly to the side where your infantry is. When the sell cursor is over the infantry, click and they're sold!

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Subject: Selling stuff

Posted by [SuperFlyingEngi](#) on Wed, 24 Dec 2003 14:05:28 GMT

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On selling vehicles - you could make a little garage-type building where you drive the vehicle into, the vehicle gets sold, you get 75% or whatever of the money back, and you appear right outside the sell pad or some practical place. But here's the thing - only you or people on the other team could sell your vehicle. This would put an end to teammates who would steal your vehicle and sell it for their gain. But if someone on the other team gets it, they've earned it, right? I've never seen anyone on GDI yell "TANK STEALER" in a renegade game where a stealth black hand stole their tank. Just an idea.

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Subject: Selling stuff

Posted by [terminator 101](#) on Wed, 24 Dec 2003 15:47:07 GMT

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PiMuRhoYou could also sell infantry with a little exploit in TD - build a sandbag wall, and put your infantry just to the side of it. Switch to "sell" mode and hold the cursor over the sandbag. Then move slowly to the side where your infantry is. When the sell cursor is over the infantry, click and they're sold!

Yeah, If I remember correctly, that happened to me once, and I was like: WTF just happened?

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well, too bad you can't sell infantry in any of the C&C games..... I know that you would not get much money for it, but still.....

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Subject: Selling stuff

Posted by [MSNSazabi](#) on Wed, 24 Dec 2003 17:37:03 GMT

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maybe it could be coded to where every 2 enemy vehicles that are stolen then sold count permanently as 1 vehicle off the enemy limit. example: i steal a medium tank, then sell it. i then go out and steal an mrls and sell it. now gdi can only build 7 vehicles max. maybe it can also be coded to give you points when you sell an enemy vehicle.

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Subject: Selling stuff

Posted by [U927](#) on Thu, 25 Dec 2003 04:26:55 GMT

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SuperFlyingEngil've never seen anyone on GDI yell "TANK STEALER" in a renegade game where a stealth black hand stole their tank. Just an idea.

Obviously you haven't been to n00bsvr01, isn't that right ACK?

Nod n00bie -"OMG JUPITER STOLE YM TANK!!! GIVE IT BACK!!!"

JupitersK - "ROFL"

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