
Subject: How could a Construction Yard work on newer maps? (also an
Posted by [Anonymous](#) on Mon, 08 Apr 2002 15:32:00 GMT

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quote:Originally posted by destruyax:I also thought of something else - for you old "Allegiance" players - imagine if in a later version of the game there was a designated "commander" (might only be fun in clan games) for each team, who sets up a base beforehand on a random map - I mean, THERE'S gaming goodness at its peak - however, the loading time on a brand new map would be TORTURE even for broadband users.I look forward to Team Fortress 2 which will have a commander that assigns way-points, and orders... I know that point was from a long time ago but there will be a game with a commander (yeah!)
