
Subject: How do you mod whats available in multiplayer?
Posted by [Anonymous](#) on Wed, 12 Feb 2003 15:24:00 GMT
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I have been looking through other mods trying to figure out how to edit which vehicles are buildable in multiplayer games, but I just don't know the layout yet. I would like to make a mod to be used when you only have a small group of people playing, 4 or 6 players, that doesn't allow the building of tanks/artillery or equivalent. It would make the games a little more fun and more on an infantry game. What I am hoping to do is have the mod effect all the westwood maps but still be as small of a download as possible.. The mod would allow the purchasing of any of the infantry, the beacons, as well as the buggy/hummer, apc's, and the choppers on the flying maps(since they are the fun part of playing the flying maps). The other vehicles would either be unavailable or too expensive to buy. If this mod already exists, I would appreciate a link to it. Another mod I would like to try making is a no-sniper mod since I am getting sick of joining games that are marked no sniping, only to find half the people using sniper rifles... It's more the idea that bugs me, since I have no trouble taking out the average sniper with just the chain gun. hehe I have had previous experience modding games like Red Alert2 and Total Annihilation, if this experience is any help... [February 12, 2003, 15:27: Message edited by: Jakalth]
