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Subject: Is this possible to script?

Posted by [Anonymous](#) on Fri, 17 Jan 2003 00:55:00 GMT

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well there are a number of ways you could set it up really... here were a couple i was thinking of: 1) indestructable buildings-or-2) keeping the mode vehicle free... that way, you could have a small base (barracks and refinery guraded by defense structure). the defense would toast any infantry. Im thinking that infantry only would help the flow of the game mode. it'd be too easy to knock out the harvesters if tanks were involved....or.... would it be possible to change the limit number for vehicles so only one or two were allowed per side? or perhaps change it so you can only build buggies or hum-vees? hmhhh.....

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