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Subject: C&C: Dark Reign. The Beginning!

Posted by [Anonymous](#) on Fri, 10 Jan 2003 22:12:00 GMT

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That's right, I'm going to do this! I'll start work on a website soon, in the mean time, I want to get inside Renegade. I'm going to start with the Air Units. I'm thinking about starting with the Freedom Guard Sky Bike. I'd like to have a separate category in the PT for Air Units to. So far one person has said it can't be done, and one has said it can. Which is it? I assume it'll take a bit of coding, well, probably more than a bit, but I'm more than willing to learn. I also want to make the Air Units unbuildable if the Helipad is destroyed or not included on the map. I saw a script by Dante for this, I think, but I have no idea how to implement it. So basically, I'm asking how do I do this, and what do I need? I know I need Gmax, and the Renegade tools, which I have. I can both model and texture, so that isn't a problem either. My main concern at the moment is the coding and which files I need to look at. Oh, and any examples/tutorials would be great.

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