
Subject: A Few, Quick, MODding Questions....

Posted by [Anonymous](#) on Tue, 07 Jan 2003 21:11:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi, all! My first post here. Woh'hooo! Anyway, to the point....I'm thinking about doing a TC. I want to bring Dark Reign: Rise Of The Shadowhand to Renegade. However, before I commit myself to anything, or get my hopes up, I'd like to get an idea of what is and isn't possible in Renegade. So, a few questions....1) Do MOD's have to be a part of a specific map? Or can they be made so they apply to all maps?2) Is it possible to add categories to the PT? Such "Request Reinforcements"?3) Is it possible to make Bots available to buy from the PT? And can we give each available Bot a certain AI (Such as Defend, Attack, Repair)?4) Is it possible to give a flying unit limited ammo, and make the Helipad reload the craft when you land on it?5) Is it possible to have two types of resources? At the moment there is just Tiberium. Also, can we give more than one building a Resourcer, and have it go towards a certain Resource? Hmmm, did that last one make sense? 6) Last question, well, the last one I can remember. Can we make Vehical Bots available at the PT? (Like the infantry only from the Warfactory/Air Strip) Phew! Ok, so there are more than a few, and I'm sure some of them aren't all that simple, but if these things are possible.... Anyway, there you go. Many thanks in advance.
