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Subject: Alt-fire mod

Posted by [Anonymous](#) on Thu, 18 Apr 2002 12:29:00 GMT

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I wondered, within the first hour of playing, why the second MB wasn't utilised more, so this kind of 'mod' is a FANTASTIC idea to me. Maybe just keep in mind, that the quicker the firing rate, the less accurate the targeting should be (keeps the 'balance'). Changing the firing rates and powers of weps will change the whole multiplayer balance, so if u do one thing to one sides unit/vehicle, you must equal up the other sides equal vehicle. For example: As someone suggested, make the Flametank able to detonate. Well then the Mediumtank needs to have the same ability, or something similar, because all the vehicles are different from one another, so maybe the Mediumtank gets a more powerful, but slower to reload, cannon shot. Then you have to work out how long it takes for Flametank to detonate. How loud the alarm is for detonation, whether to have a 'disable detonation' switch/button. Can the 'driver' get out of the Flametank once detonated, or do they have to go down with the 'ship'? You'll need to pick some very fair minded individuals to help you 'beta' test and 'balance' the changes you make before you make them public, otherwise it will just be a big 'whinge fest' of 'YOU MADE THE GAME UNFAIR!' . I'm not trying to tell you what to do, their just suggestions . It was mentioned before about a possible Blackhand change. If the Blackhand were given a 'build up power shot', they would be overpowered and unbalance the game. They already rule in the maps with no Defence Towers. I think what GDI needs is a unit that can uncloak the nod stealth units. The infantry unit that has uncloaking ability, would only see the uncloaked unit in their view and would have to inform others in the team as to the whereabouts of the stealth unit (which a sniper could be listening to if the 'microphone' idea is implemented, then he could warn his buddy he's been busted ). There could be a GDI Vehicle, with a radar dish on the back that would expose the stealth units for ALL to see. There should be a limit as to how far the 'uncloaking' detects. As for what that limit should be, I have no idea. Maybe the longer you stay still and hold the alt key/button, the bigger the 'detection circle' gets (up to a set limit)... Anyway, I'm looking forward to this .

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