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Subject: Commander Position, Possible?

Posted by [Vomancha](#) on Tue, 17 Aug 2004 20:52:09 GMT

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I dont know how many of you have used the new !donate command in game but I find it adds a whole new dimension to the game. The idea got me thinking though. I dont know if anyone has played Savage at all but it mixes RTS and FPS (not all too well) so that the game takes place in both genres. One main person is the Commander and plays out in top down (rts) view while the rest are in game in fps mode. Now with the donate command, do you think it is possible to mod Renegade to include this Commander style role. Money from the Refinery goes straight to the Commander who then dishes it out to his team mates to purchase infantry etc. Ideally maps would start with a command centre and possibly refinery and the Commander builds the necessary buildings (power plant, barracks etc). Im pretty sure that the Construction of buildings isnt possible with the Renegade engine but is the commander position do-able in either a full blown mod or server side scripts and if so, how?

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