Subject: Transport Helis

Posted by nastym4n on Mon, 14 Feb 2005 01:55:37 GMT

macNo Core Patch will have balance changes, because that locks out players with no CP.

The only thing that is possible are changed maps, that makes it available for everyone.

exactly.

So surely (if someone can be arsed) the best plan would be to rework the WW maps and work them into later patch releases.
ala _TFWxANDY_C&C_BHS_Walls_Flying.mix

Since its automated you could probably even make a core patch containing just maps.
Then it is down to server hosts which version of the map they use - exactly as it is now.

it takes about 10 minutes to sit down with LE and re-work an original WW map so the helis are stronger etc.
(I was starting to go that way with the last map i ever made - C&C Outpost.)
The map demonstrates what can be achieved fairly easily in all aspects of the game,
 and I consider it a forerunner to the much better server-side mods we see now. i wud wudnt I?)