
Subject: Multiplayer Reinforcements

Posted by [Burn](#) on Sun, 06 Mar 2005 15:59:52 GMT

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ramjet57 put a radio on the map and made it so everytime you poked it gdi reinforcements came down. I also toyed with poking the officer and they come

Lol, that's exactly what I did.

The only problem I found with that is they can keep poking them and a lot of reinforcements will come at once. I couldn't really find a way to make it able to only come once in a while.

I though of different ways I could do that. Such as, it would be an option at the purchase terminal. Purchasing reinforcements would cost \$1000, and each player doesn't always have \$1000 to throw away, so that's a form of limitation.

But still haven't really tested that yet.
