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Subject: Unique Map Idea -- Twenty-Million Structure Maps

Posted by [flyingfox](#) on Mon, 25 Apr 2005 15:43:53 GMT

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Someone would have to sort out the power plant business so that each power plant held a certain "power" as an integer of the total power of the base. Under a certain amount, the power should go down BUT there should be a way to bring it back up. if each power plant could stray something like 20 up or down from its normal value, it could mimik the abnormal power levels problem of power plants in the game and the way they never hold the exact same amount of power all the time.

yes it would take a lot of bots (tanks and soldiers) and players. what about ghost stalkers and the like? It sounds to me like all of this would have to be done in the level making process.

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