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Subject: Re: CnC Reborn Update: Hunter Seekers  
Posted by [Jecht](#) on Wed, 29 Jun 2005 18:10:48 GMT  
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Titan1x77 wrote on Wed, 29 June 2005 10:29gbull wrote on Wed, 29 June 2005 08:34The Hunter Seeker Is a crappy Idea. Think of the mass chaos ingame when everyone buys one and its player controlled. Unless its self automated, you shouldnt put them ingame.

1st of all you can only have 1 per team at a time.

2ndly, I agree this shouldnt be player controlled....But rather have set waypaths for it to travel along.

We will be testing ideas for these and like everything else we have,it is not setup in Level edit yet.

O, I mustve missed the 1 per team thing. Its ok then.

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