Subject: New mod: renegade --> generals
Posted by [REHT]Spirit on Wed, 23 Apr 2003 20:41:14 GMT

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General HavocI think an easier way would be to have them all as two sided maps such as GLA vs USA and a different map as China vs GLA and so on. Having three sides isn't possible withoud the soure code for Renegade. I can't see how you would get away with three sides that are enemys with each other unless you have them as allies it just isn't going to work on one map.

_General Havoc

Actually with scripts you can set the player's team to mutant. It's the scoreboard that gets a little messed (ie, score-wise, he's really on GDI, Nod, or whatever he used to be on, I do not know what happens if you switch him to Nod or GDI). With the Mutant team in the preset listings you can set AI stuff and all to Mutant and have it operate, for the most part, like it's a normal team.

Possibly with a tad bit of script work, you can set up the mutant PT so the mod can act like GH's idea without having to make 2 mod pkgs.