Subject: New mod: renegade --> generals
Posted by snipefrag on Thu, 24 Apr 2003 11:58:51 GMT
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If you had 1 team say USA as Gdi, and another team as Nod say china. You could set the other teams as mutants and have them so that if you kill them you get a certain amount of points, you could have a base for them but it would be neutral as in not assigned to anyone. They would more or less just be idiotic bots running around attacking anyone. It would be better if you had a map with just 1 vs 1.

I will give my full support to the project but as you allready have 2 mappers which you think is enough (which i dont think is enough) i will just keep watching this space and wouldnt mind a beta if you can get this off the ground.

I was going to say some negative stuff about generals but i will resist as i dont want to discorage creativity in the Renegade Community