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Subject: Re: Red Alert 2: Apocalypse Rising Recruitment

Posted by [Tankkiller](#) on Fri, 23 Feb 2007 21:27:18 GMT

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One Winged Angel wrote on Fri, 23 February 2007 14:43Jerad Gray wrote on Fri, 23 February 2007 20:36Prism Tank, does its beams separate when it hits an object (I know this could be done with vehicle/infantry side scripting).

And it should be quite interesting to see how the prism tower works. Personally I like the Tesla coil better, mainly because three of them don't shoot to one tower to kill one infantry. well you be able to create scripting so it will stay on line if an infantry gets closer to it?

The Prism Tank currently does nothing because it needs texturing The beams will hopefully separate though.

Advanced base defences will be looked into nearer the time.

I tried a "cluster" missile, where one missile breaks in to six. It didn't work, but maybe you could do it through splash damage.

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