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Subject: Re: I have a few questions... (A lot of cool and/or weird ideas)

Posted by [F1AScroll](#) on Tue, 06 Mar 2007 00:44:06 GMT

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One Winged Angel wrote on Sun, 04 March 2007 13:05f1ascroll wrote on Sat, 03 March 2007 04:29Another 2 ideas.

18. Chrono harvesters. Like in RA: Yuri's Revenge 2 (or something). They can hold half the ore/tiberium/tiberian/whatever as a Soviet/NOD/Hussan/whatever one, but they teleport back to base when the're full. Course, their may be problems with AI not knowing that they teleported and RenGuard may think that "OMG! YOU'RE CHEATING! DIE BOOT BAN FISH!!!" and kill/boot/ban/whatever(!) you, but if you you do enough stuff, something might work. Course, people might think GDI \*is\* cheating, and in all truth, they sorta are. GDI could easily leave the harvester there and Repair it. Then again, they get half the money. Course, all this assumes that the harvesters have manual driving enabled, which would require barrel/bail/fish(?)/whatever checks to see if you have any stuff. If you didn't, you could just go back and forth a small distance in your base and get \$2.1 jigodollars (since BTTF has been mentioned and so has the word chrono, which means time, which means Westwood screwed up naming it the \*chrono\*harvester).

19. And while we're talking Yuri's Fish: Red Alert 7, how about Yuri stuff.

Just look at Red Alert 2: Apocalypse Rising

Cool, can't wait until it's downloadable.

Uh, anyway, I sorta wanted to know \*how\* to do the stuff. Originally I just wanted the Gizmo to kill tiberium, though. Anyway (not "anywaq," as I keep typing it), does anyone have any tutorials explaining coding/scripting (Byond-ers kill you if you say "coder" while GM-ers don't; I don't want anyone to eat me. ) with Renegade and C++. I know BYOND, Game Maker, and RPG Maker. I feel I could learn this stuff with enough time. Like I said, anyone got a tutorial?

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