
Subject: Re: C&C_Epocilation

Posted by [EvilWhiteDragon](#) on Sun, 22 Jul 2007 23:25:53 GMT

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razorblade001 wrote on Sun, 22 July 2007 20:47 This is what is planned as far as vehicles go:

- Both teams will have buyable harvesters to harvest for their team.
- Do to reasons beyond my control, which Reborn pointed out, I am now confirming the Recon Humm-vee as a GDI Extra, and not apart of the normal line up.
- Nod WILL have buyable recon bikes. The ones that spawn now are the ones that will be purchasable.
- Recon bike ammo is going to be changed to MRLS ammo.
- GDI MRLS will have rotating turret.

This is what I had planned for vehicles.

Any other changes I will look into and think about.

As far as the Recon Humm-vee's weapon goes, I did that on purpose. I didn't want people to use the Recon humm-vee over the normal humm-vee for obvious reasons. It is for reconnaissance, and reconnaissance only.

Due to its speed, it sometimes get shot into twilight when you ram one of the scorched vehicles, and since I don't want to remove the map decorations, nor do I want to adjust the humm-vees settings, I am making it an Extra so that it won't be a problem when people find themselves floating in a cloud of white in the middle of nowhere in a game.

Now, onto those cliff errors that Reborn pointed out. I don't think those are a BIG problem, so I am going to lay off on trying to fix them at the moment. If it becomes a bigger problem I will go and fix them. (Plus I don't know how I would fix them X_x)

You could make vehicle blockers around the decorations, I think this would fix it. If you make sure the vehicle blocker is outside the vehicle.
