Subject: Capturable Buildings
Posted by warranto on Fri, 04 Jul 2003 19:07:31 GMT
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kawolskyi think it would make more sence to shoot the mct with a repair gun and as you do so it fills up a bar.....like the one used for deploying beacons.

Not a bad idea. To expand on it, this could prevent the other team from bennifiting from their enemies work. Ex. Nod starts to capture a building, filling up a bar (I assume the health bar on the building) and gets killed half way before being killed. The GDI engineer now has to deplete the bar made by nod and start over again. I don't know if this is possible, but it's a good idea none the less.