
Subject: [Query] Renegade Battlefront

Posted by [Altzan](#) on Wed, 19 Nov 2008 02:01:50 GMT

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"In the game, both factions have a set amount of reinforcements (extra units or respawns), and the team to use all of them first, loses. A faction can also win by possessing all of the command posts. After all command posts are captured the player must wait 20 seconds until victory, sometimes there is a lone enemy unit that will seize a command post and the timer will reset."
(wikipedia)

How difficult would it be to make a map or gamemode similar to Battlefront or Battlefield in Ren? I imagine it must be very hard.

I suppose you could make zones that activate and deactivate spawners of certain teams, but I wouldn't know how to delay that or make a visual indicator showing who currently "owns" the post...

Thoughts?
