Subject: Re: [WIP] Coop 4.0 (need help)
Posted by zunnie on Tue, 28 Jul 2009 16:49:49 GMT
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M02 screenies inc:

Instead of having teleport zones unlock to teleport players to different checkpoint locations on the map i'm now using miniconsoles which can be pressed E on to teleport to a checkpoint once its unlocked. There is a 3 second wait on teleporting and randomly teleports to 3 random locations within
the checkpoint area to prevent people from getting stuck in one another.
http://www.game-maps.net/staff/zunnie/renegade/coop4/checkpoints.png

All buildings in Renegade, including the Helipad and Silo's will now display a message and play sounds
when under attack or when they are killed.
http://www.game-maps.net/staff/zunnie/renegade/coop4/helicopterpad.png