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Subject: An idea

Posted by [reborn](#) on Tue, 22 Dec 2009 12:55:03 GMT

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I was thinking it might be kinda unique and cool to see a vehicle upgrade system. For example, if you kill an enemy vehicle it has a chance of dropping some sort of junk/wreckage/parts. Kinda like the drop weapon system when you kill a player there is a chance of them dropping there weapon. However, I would think it would be better that only an enemy vehicle can 'pick-up' the power-up.

Not every type of up-grade would be possible if doing it as a server side mod. However, some upgrades are possible.

For example, if you kill a mammoth tank, and it happens to drop a 'part', then it could be the mammoth tanks auto-repair module.

There are other type of upgrades that are possible too. For example, you could pick up the tanks armor, replenishing a little of your own vehicles health, a stealth tanks stealth ability, I could be wrong, but it might also be possible to make the weapon look different too. I think I remember piggymoo changeing a buggy or something to shoot a flame tank weapon server side. Not that he granted the weapon, I think he changed the weapon ammo or something... Some of the single player vehicles are different too, the stealth tank from single player allows for an extra seat.

It's also possible to attach models to the tanks too, such as turrets, shells etc etc, so there could be visible changes too (although probably not possible to make the extra turret operational).

Some stuff is not possible to change AFAIK, like the speed of the vehicle, it's damage capability and some other stuff that would be nice to change, like range. However, it's clearly possible to change some of the vehicle attributes.

We have a drop system for characters, and some servers also have upgrade systems for characters too. Vehicles are often over-looked though, and are an integral part of the game.

I understand allot of people like the 'pure mode' and so do I. However I think there are enough servers to accomodate both types of play, and this idea might make a server more unique, and stand out more.

Any ideas, comments, any thought on how to change more through some sneaky ass way (I was thinking of changeing the vehicle to another type, then changing the model to make them faster, but then the weapon would be wrong)?

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