
Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Sat, 13 Aug 2011 02:08:09 GMT

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It's not really a decision that I've opened to debate. I fully plan to use external elevators. They are the only way to make a flying level work for the GDI base. I would have to change the whole layout to get it to work correctly with "ramps", and you're looking at worst-case scenarios.

I could easily add a third elevator to some structures like the Construction Yard, but I doubt highly that anyone will have the coordination required to prevent you from getting on top of them. I can always make the upper activation zone only encompass an area directly in front of the elevator, so SBH can't simply camp it without being in a spot where you could fire at them if the elevator isn't moving.

This is what gameplay tests are for. We'll look at it and see how it works.
