Subject: Re: My mod so far
Posted by Stallion on Tue, 14 Jan 2014 09:09:51 GMT

As part of the mod I have a special type of deployables that take 60 seconds to become working turrets/guard towers (and more in the future), and start neutral with 1 hp (with a regen over the 60 seconds as it builds).

Look closely and you'll see that it leaves no guess work with any of it and shows that it's building, what it's building, and how long the total building time is just by looking at it. With it set up like this, it eliminates spamming defensive structures to hold off an attack last second or deploying a bunch of beacons in the enemy base to cover a beacon. They are easy to destroy when they are first placed and can not attack til fully built. They are even destroyable by your own team before they are built (very useful if I make them solid instead of disabled collisions, but that's only if I can work out a glitch of being able to be team hampered by them...)

If I am able to do all the mods I want to this will be nothing compared to it.

File Attachments
1) Screenshot.4.png, downloaded 729 times