Subject: Re: a mod, with a mission
Posted by Cpo64 on Sat, 03 Jan 2004 20:13:59 GMT
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dufis791ok, im working on a mod, which is my first. my question is if it is possible to create game settings that cant be changed, like destroy buildings, and place endgame beacon. the point of the game is to destroy an experimental NOD vehicale, or protect it. help?

Purhaps all you need to do is think out of the box. Replace the beacon with a more powerful timed C4 and put a beacon zone around the "Vehical"

Or make it so the vehical is a "building" When it is destrroyed, the game ends (only would work if that was the only building on the map tho)