
Subject: The Limit

Posted by [djlaptop](#) on Sat, 26 Jun 2004 23:07:46 GMT

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The inherent vehicle limit built into the game can not be changed.

However, new vehicles can be spawned that have no team ownership, and thus, don't count against the vehicle limit. This has new problems, however, because these spawned vehicles can not be bought at a Purchase Terminal.

Using scripts.dll and a regulator program, it's possible to create some kind of purchasing system where you say "!buy med" in chat and scripts.dll will...

- 1) spawn a medium tank near your location
- 2) deduct 800/1600 credits depending on whether or not you have a pp

The problems here, however, are:

- 1) since the tank has no ownership, someone (even same team) could immediately steal it
 - 2) If it happens to appear in some level geometry it will be stuck
 - 3) If it happens to appear near another player they will be killed (crushed by an "enemy" tank... remember it has no ownership so it's considered an enemy)
 - 4) This would create an unfair dynamic in the game... Imagine you're playing on Hourglass... GDI makes an APC run... the APC gets toasted by the obby... so a player immediately spawns a new one right there... they can make it all the way to the PP. Or, say you're a hottie, running to the enemy base and you suddenly get ambushed by snipers... *poof* instant med tank.... not fair.
 - 5) If you're in a tunnel or building, all hell will break loose.
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