Subject: GDI Ship Yard
Posted by Anonymous on Fri, 15 Nov 2002 18:49:00 GMT
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Okay, here is a concept idea of a GDI ship
yard:www.landairsea.netfirms.com/ScreenShot32.jpgNow my question is: Should i bother???I
know alot of people have tryed to put ships in Renegade and failed (seeing as there are so many
issues...)So should i bother trying to add shipyards and ships (small ones) to my mod???

Subject: GDI Ship Yard
Posted by Anonymous on Fri, 15 Nov 2002 20:48:00 GMT
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You a newbe right?Well then I give you permission to go.

Subject: GDI Ship Yard
Posted by Anonymous on Fri, 15 Nov 2002 21:21:00 GMT
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quote: You a newbe right?Well then I give you permission to go.No, i'm not a newbie actually.
I've done heaps of modding for Renegade, infact, i've probably done a ****load more than you.
So please, don't patronize me.All I wanna know is if you guys think it is worth the effort.

Subject: GDI Ship Yard
Posted by Anonymous on Fri, 15 Nov 2002 21:27:00 GMT
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ive spent hours trying to think of ways to add boats, other than a code that makes the boat sink no
lower than its axis point or a certain bone below the specified water model, i see no way this will
work. maybe ill e-mail WW an idea for their next patch if they ever feal there is need for another

Subject: GDI Ship Yard
Posted by Anonymous on Fri, 15 Nov 2002 21:33:00 GMT
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quote: Currently working on "Urban Warfare" and "Land, Air and Sea" mods. i guess it would be
good to see the GDI ship yard in the Land, Air and Sea mod

Subject: GDI Ship Yard
Posted by Anonymous on Fri, 15 Nov 2002 21:46:00 GMT

quote: i guess it would be good to see the GDI ship yard in the Land, Air and Sea mod Well, that was the idea...What i was planing to do is just use vehicle W3D invisible barriers to stop the boats from traveling on land, just having the boats work as normal vehicles. And as for the infantry, just have tiberium water, or a big drop if they go in water = they die...I don't know if i will bother. I might just stick to hovercrafts and an amphibious apc or something.

Subject: GDI Ship Yard
Posted by Anonymous on Fri, 15 Nov 2002 21:52:00 GMT

quote: I might just stick to hovercrafts and an amphibious apc or something.just call the mod, "hovercraft mod" and have hovercrafts hovering around, with big hovercrafts and smaller hovercrafts with guns on it. Not trying to make fun of your mod. I just think it would be a good idea

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Subject: GDI Ship Yard
Posted by Anonymous on Fri, 15 Nov 2002 21:56:00 GMT

Lol, it is an idea i might do...I wont change the name though, seeing as though the mod alread has to new aircraft (F-35 VTOL, and Harrier jump jet).

Subject: GDI Ship Yard
Posted by Anonymous on Fri, 15 Nov 2002 21:58:00 GMT

the vehicle blocker idea would be good as long as you dont transport vehicles....this leaves an element out thaw till be missed.as far as that goes you can make a vehicle blocking plane just below the level of the water and just below that make a damage zone that will kill anything that passes through it...that will work to "drown" the player.water vehicles would be nice but it wont be the same without the ability to transport vehicles across the water.Eric.

Subject: GDI Ship Yard
Posted by Anonymous on Fri, 15 Nov 2002 22:03:00 GMT

Harrier jump jetI rember that game back in 1993 Was that the easiest to implement? Because it hovers.Hurry up and finish the mod.... NO DON'T it will become buggy like renegade

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Subject: GDI Ship Yard
Posted by Anonymous on Fri, 15 Nov 2002 22:35:00 GMT
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The beta is almost out. This includes C&C_City_Flying, and C&C_Walls_Flying, both modded to include the two new aircraft, which are both VTOL(vertical take off and landing).

Subject: GDI Ship Yard
Posted by Anonymous on Sat, 16 Nov 2002 07:20:00 GMT
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The boats in SAG worked...the gunships...I wonder who still knows about this BETA mod that was left alone....