
Subject: Disabled Buildings

Posted by [gibberish](#) on Sun, 29 Jan 2006 18:16:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

My apologies if someone has already done this (please let me know if they have).

I have been doing some thinking and I believe that it is possible to disable buildings without destroying them.

The critical difference being that a disabled building can be re-activated later.

This gives a couple of interesting options such as special pickups to re-enable buildings, or buildings coming back online after a period of time. It should even be possible to disable all buildings at the start of the level so that you have to "build" a base.

I was just wondering if people would actually play a game where all the buildings started disabled?

Also should the building be enabled after a period of time or should players have to do something to enable them?

Subject: Re: Disabled Buildings

Posted by [Lijitsu](#) on Sun, 29 Jan 2006 19:13:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well, considering all you are in Renegade is a soldier, I think they should be put on a timer. Starting with the Power Plant, and ending with the base defenses, the buildings should be re-activated, if that's possible. Like, say, 3 minutes into the game the Power Plant is re-activated, followed by the Tiberium Refinery a short while afterward, maybe at 4.5 minutes, then the Barracks/Hand of Nod, then the Weapons Factory/Air Field, then finally the Obelisk/Advanced Guard Tower. If this is at all possible, anyway.

Subject: Re: Disabled Buildings

Posted by [Dave Anderson](#) on Sun, 29 Jan 2006 22:34:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

I think it would be cool if the player had to do something to activate it. An idea would be that at the start of the game, the buildings could be disabled, and your team would have to pickup some sort of key for each building. Meaning, each building would have a key that you would have to find to activate it, and the keys could be in random locations.

Just a thought.

Subject: Re: Disabled Buildings
Posted by [Nukelt15](#) on Sun, 29 Jan 2006 22:51:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Meaning that every map would more than likely be over or at least decided before any of the advanced structures come up. How long do most maps with no defenses last, on average? Less than ten minutes? Yeah, no thanks, there's a good reason why all the high-level crap is available right away- that way, there's something to stop people from pulling 30 second basic soldier rushes on at least SOME of the maps.

Subject: Re: Disabled Buildings
Posted by [Dave Anderson](#) on Sun, 29 Jan 2006 23:34:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

This idea does have a good concept to it, however you are correct. Doing so would allow for easy base kill on the disabled structures. But I do believe that you could make the structures temporary invulnerable while disabled?

Subject: Re: Disabled Buildings
Posted by [Dr. Lithius](#) on Mon, 30 Jan 2006 01:38:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dude... That's the most awesome idea ever. Why hasn't someone done this yet?

Okay, okay, here's exactly what's going through my mind now. At the start of the map, you have all Soldiers running around, right? And your Construction Yard somewhere around there. Maybe a Barracks/Hand of Nod, maybe not. In any case, a few seconds later, you hear "Building..." from GDI EVA/Nod EVA(depending on which side you're on) and you see the Power Plant, which was previously invisible, being constructed.(That is, you make some sort of "false building" and have it energize like it's being repaired or something. Sort of like WarCraft.) Then a little later, the Tiberium Refinery(complete with Tiberium Harvester on a pathway), Barracks/Hand of Nod(if it wasn't already placed), Weapons Factory/Airstrip, maybe some Silos later or a Repair Bay or something. Oh, and base defenses somewhere in the midst of this.

In short, this map would concieveably be something like a really, really stupid AI playing the Commander on the non-existant Command & Conquer Mode.(Or at least how I figure C&C Mode would work... A little like Natural Selection, to say the least.)

If it's workable, I can imagine it would be one Hell of a coding nightmare. And if not...oh well.

Subject: Re: Disabled Buildings
Posted by [Dethdeath](#) on Mon, 30 Jan 2006 12:45:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

If the Power Plant comes online 3 minutes after starting the game then your 30 seconds basic soldier rush isn't going to work unless it is timed perfectly, attacking a dead/disabled building won't do anything.

With less buildings enabled at the start of the game, the base will obviously be a lot easier to defend, so you wouldn't need the high class characters.

These features may all seem nice, but I doubt that's the case for most of the Renegade community. Hell, some players don't even like it when a map starts out with 0 starting credits.

Subject: Re: Disabled Buildings

Posted by [rm5248](#) on Mon, 30 Jan 2006 13:39:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

It'd be interesting to have some teleporters, so you have to teleport around quickly to go to a randomized terminal or something to enable buildings.

Subject: Re: Disabled Buildings

Posted by [Whitedragon](#) on Tue, 31 Jan 2006 00:12:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

What is this new way you found to disable and re-enable buildings?

Subject: Re: Disabled Buildings

Posted by [Nukelt15](#) on Tue, 31 Jan 2006 01:26:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote:Hell, some players don't even like it when a map starts out with 0 starting credits.

That's a GOOD condition, at least on maps with defense towers. That encourages people to get the hell out there and do something...say, for example, attacking the enemy harvy to ensure that the other team doesn't get advanced goodies until AFTER they do.

I have to say that having a structure invulnerable (basically not there at all) until it powers up COULD make an idea like this workable. It would certainly extend the early game for a few minutes...however, defenses should be up from the outset in any case (even if that isn't how C&C "ought" to work).

If the towers weren't the first things up, I could see small raids of people pinning C4s to the terminals of not-yet-activated buildings some 30 seconds before they're due to come online. In an ideal situation, that would provide some incentive for each team to pay close attention to early defense, but realistically very few people would pay attention to a structure that is not yet of any use to them (seeing as how most folks couldn't give a flying fart even when they're standing in a building on the brink of destruction). Unless the structure is physically NOT THERE before it activates, you'd wind up with games where nothing ever comes online at all thanks to preemptive bomb-laying. But maybe I'm just a pessimist.

Subject: Re: Disabled Buildings
Posted by [Titan1x77](#) on Tue, 31 Jan 2006 11:27:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Whitedragon wrote on Mon, 30 January 2006 19:12What is this new way you found to disable and re-enable buildings?

I'd like to know too....cause all this talk is meaningless,since this isnt possible.

Subject: Re: Disabled Buildings
Posted by [Sir Kane](#) on Tue, 31 Jan 2006 16:32:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

Who says it isn't possible?

Subject: Re: Disabled Buildings
Posted by [Cat998](#) on Tue, 31 Jan 2006 20:55:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Silent Kane wrote on Tue, 31 January 2006 17:32Who says it isn't possible?

STFU and tell us how

Subject: Re: Disabled Buildings
Posted by [Sir Kane](#) on Tue, 31 Jan 2006 21:22:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nope.

Subject: Re: Disabled Buildings
Posted by [Titan1x77](#) on Tue, 31 Jan 2006 21:28:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

Silent Kane wrote on Tue, 31 January 2006 11:32Who says it isn't possible?

Im sure it is possible, But I havent heard or seen it done.

Subject: Re: Disabled Buildings

Posted by [Sir Kane](#) on Tue, 31 Jan 2006 21:57:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

I did because I have a test setup.

Subject: Re: Disabled Buildings

Posted by [Aircraftkiller](#) on Tue, 31 Jan 2006 22:12:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

You won't believe some of the things the 1.0 version of A Path Beyond will have. Perhaps even this, but maybe I'm saying too much.. Eh, SK?

Subject: Re: Disabled Buildings

Posted by [Kanezor](#) on Tue, 31 Jan 2006 22:21:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

It is possible and does work, I can assure you that.

Subject: Re: Disabled Buildings

Posted by [Titan1x77](#) on Wed, 01 Feb 2006 09:22:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

Silent Kane wrote on Tue, 31 January 2006 16:57I did because I have a test setup.

Nice! Looking forward to seeing 1.0 change alot of things that was said "not possible"

Subject: Re: Disabled Buildings

Posted by [{EMD}keeg9](#) on Thu, 02 Feb 2006 00:24:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

The idea is great but could have some problems. Of course it would take some testing and trials (and a lot of money) to make it into a working server (and a few people who are good with computers). But if it does ever work then I would totally play on that server!!!
