Subject: Shipyard and boats??it may be just me but that would be kind
Posted by Anonymous on Sat, 07 Dec 2002 22:06:00 GMT
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Im new in these message boards but im gunna talk anyway   . I got drawings on a piece of paper on the shipyards and where the purchase terminals and the mct go. And i also drew a basic layout of the islands map with the shipyard in, it would be REALLY cool!   i also tried to fit in the new helipad thing dante and ACK made   . I havent finishes the nod boats or gdi boats yet, but im working on them. Mabee this would be a project you can work on ACK.   oh yeah, and if you know how i can post a scanned picture of the shipyards ill be glad to post it =).   and the map title thing would look like this C&CIslands_Flying_Sea

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Posted by Anonymous on Sat, 07 Dec 2002 22:27:00 GMT
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go to renegade realm...They are doing this, or have came the closest too.

Subject: Shipyard and boats??it may be just me but that would be kind
Posted by Anonymous on Sun, 08 Dec 2002 16:46:00 GMT
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We ARE doing it...there will be naval combat in Renegade Alert. We know full well how it will work too, but we're not releasing any details at this time. I hear rumors that the next map may be naval, who knows?

Subject: Shipyard and boats??it may be just me but that would be kind
Posted by Anonymous on Sun, 08 Dec 2002 16:47:00 GMT
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It's too easy to do it   It's the same way you do amphib vehicles (I know that doesn't mean much to the rest of you,   )!The building is a bit diff though..

Subject: Shipyard and boats??it may be just me but that would be kind
Posted by Anonymous on Sun, 08 Dec 2002 17:35:00 GMT
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lol, sounds good l3f7

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Posted by Anonymous on Sun, 08 Dec 2002 17:42:00 GMT

We actually gave a shot at it and have a few glitches to work out. Ok i lie we have a lot of glitches to work out.