

---

Subject: Idea: Oil Derricks

Posted by [Anonymous](#) on Sun, 22 Dec 2002 09:09:00 GMT

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

---

I have this Idea of how to make oil derricks that function like those in RA2. This might be useful for those working on the RA1 mod. The key to this is making it a vehicle and not a structure. Then you can use the credit trickle script. However, If my theory is correct, when a player enters a vehicle it becomes a vehicle on their side. This means that if someone is in the oil derrick that players team gets money. This would also balance things out since if you want money, it would take one player out of the fight.

---

---

Subject: Idea: Oil Derricks

Posted by [Anonymous](#) on Sun, 22 Dec 2002 09:26:00 GMT

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

---

I got idea, how about no. Leave the Red Alert 2 things for Red Alert 2, and the Red Alert 1 things for Red Alert 1.

---

---

Subject: Idea: Oil Derricks

Posted by [Anonymous](#) on Sun, 22 Dec 2002 09:31:00 GMT

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

---

why would something for RA2 wanted to be in RA1? plus if you get out of a vech, it becomes unteamed.

---

---

Subject: Idea: Oil Derricks

Posted by [Anonymous](#) on Sun, 22 Dec 2002 10:09:00 GMT

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

---

There were Oil Derricks in Red Alert 1 (they were called Civilian Buildings though).

---

---

Subject: Idea: Oil Derricks

Posted by [Anonymous](#) on Sun, 22 Dec 2002 14:30:00 GMT

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

---

Is this what your trying to say: to have the oil derricks playable so to capture it would mean to be stuck in it for the whole game (unless destroyed) for extra credits

---

---

Subject: Idea: Oil Derricks

Posted by [Anonymous](#) on Sun, 22 Dec 2002 23:38:00 GMT

---

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

---

Why would people want to miss out on all the action?

---

Subject: Idea: Oil Derricks

Posted by [Anonymous](#) on Mon, 23 Dec 2002 00:32:00 GMT

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

---

They weren't oil derricks, they were just fuel processing centers.

---

Subject: Idea: Oil Derricks

Posted by [Anonymous](#) on Mon, 23 Dec 2002 05:17:00 GMT

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

---

so u mean it is an immobile vhhicile that giges ure team extra credits when someong on youre side is in it right.so u can get in and out of it freely as u wush?

---

Subject: Idea: Oil Derricks

Posted by [Anonymous](#) on Mon, 23 Dec 2002 10:31:00 GMT

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

---

quote:Originally posted by son of a gun:so u mean it is an immobile vhhicile that giges ure team extra credits when someong on youre side is in it right.so u can get in and out of it freely as u wush?I don't know if you could get in and out of it as freely as you wush, but I do believe you could get in and out of it as freely as you wish.

---

Subject: Idea: Oil Derricks

Posted by [Anonymous](#) on Mon, 23 Dec 2002 12:01:00 GMT

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

---

quote:Originally posted by jordycbear:Why would people want to miss out on all the action?Why must you ask the most obvious questions and sound like such a retard in the process?

---

Subject: Idea: Oil Derricks

Posted by [Anonymous](#) on Mon, 23 Dec 2002 19:09:00 GMT

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

---

Let me explain my idea in a way more of you can understand. You need money, your refinery is destroyed. You don't have a very good weapon. So you go to the oil derrick. You get in the oil derrick. You wait. You get money while you wait. You get out of the oil derrick. You go back to base and buy something.The whole point is a way of getting quick cash. To balance it, it makes

you wait and not be able to do anything while getting the money.

---

---

Subject: Idea: Oil Derricks

Posted by [Anonymous](#) on Mon, 23 Dec 2002 19:12:00 GMT

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

---

Does the rest of your team get cash too?

---

---

Subject: Idea: Oil Derricks

Posted by [Anonymous](#) on Mon, 23 Dec 2002 19:23:00 GMT

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

---

quote:Originally posted by jordypbear:Does the rest of your team get cash too?I don't see why not

---

---

Subject: Idea: Oil Derricks

Posted by [Anonymous](#) on Mon, 23 Dec 2002 20:11:00 GMT

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

---

why don't you just have it spawn 200 at differen't times. not that hard.

---

---

Subject: Idea: Oil Derricks

Posted by [Anonymous](#) on Tue, 24 Dec 2002 22:45:00 GMT

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

---

looks like cyborg is going to beet ack pretty soon for most hated member of the community. I like the idea though it would be ideal if you could find some way to make it stay on one team with out someone being in it.

---

---

Subject: Idea: Oil Derricks

Posted by [Anonymous](#) on Wed, 25 Dec 2002 07:40:00 GMT

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

---

Simple we get dante to make a script that does it. i don't think anyone in this fourm could be "hated" unless its a flamer. i don't think everyone hates ACK or cyborg. they just "dislike" some people.

---

---

Subject: Idea: Oil Derricks

Posted by [Anonymous](#) on Wed, 25 Dec 2002 13:47:00 GMT

---

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

---

no no, a certin theif is "hated" by myself and others. You know who you are.

---

---

Subject: Idea: Oil Derricks

Posted by [Anonymous](#) on Wed, 25 Dec 2002 13:59:00 GMT

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

---

I swear, The AlienWare was ... uh.... a PRESENT!

---

---

Subject: Idea: Oil Derricks

Posted by [Anonymous](#) on Thu, 02 Jan 2003 16:35:00 GMT

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

---

Would it be possible to place, say, a gun or missile turret onto the platform that you enter and control rather than "entering" a dead, useless oil plant? That way you could have something to do and defend the money-machine from enemy attacks while still recieving money. It could even be worth it if someone could do that

---