
Subject: vehicle upgrades in mod.

Posted by [Titan_HQ](#) on Fri, 09 Jun 2006 18:39:00 GMT

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This is just an idea that i have got for my mod CnC Tiberium Desolation. Is it possible to upgrade your vehicle. Like if a Nod player for example buys a light tank. could the plyer who bought it then go into another building and buy an upgrade for it like a new turret with two barrels or a upgrade that would slow the vehicle down but let it burrow like a tic tank.

Also were looking for someone who can model chracters.

Mail me at monkey_toes90@hotmail.co.uk

Subject: Re: vehicle upgrades in mod.

Posted by [IronWarrior](#) on Fri, 09 Jun 2006 18:57:22 GMT

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Titan_HQ wrote on Fri, 09 June 2006 13:39This is just an idea that i have got for my mod CnC Tiberium Desolation. Is it possible to upgrade your vehicle. Like if a Nod player for example buys a light tank. could the plyer who bought it then go into another building and buy an upgrade for it like a new turret with two barrels or a upgrade that would slow the vehicle down but let it burrow like a tic tank.

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I have asked about this before and nope you cant, unless you build a total mod like path beyord or reborn, which you are, so you gonna need someone who has uber skills in modding renegade and models.

Subject: Re: vehicle upgrades in mod.

Posted by [danpaul88](#) on Fri, 09 Jun 2006 19:33:17 GMT

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You could make a purchase zone and use some scripts to do it... I believe there is one for changing a vehicle model while you remain in it, you would switch it to the model / preset with the lower speed and extra weapons... don't know which scripts off the top of my head though...

Subject: Re: vehicle upgrades in mod.
Posted by [Titan_HQ](#) on Fri, 09 Jun 2006 19:53:37 GMT
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danpaul88 wrote on Fri, 09 June 2006 20:33 You could make a purchase zone and use some scripts to do it... I believe there is one for changing a vehicle model while you remain in it, you would switch it to the model / preset with the lower speed and extra weapons... don't know which scripts off the top of my head though...

Are the scripts needed in scripts.dll?

Subject: Re: vehicle upgrades in mod.
Posted by [Zion](#) on Fri, 09 Jun 2006 21:24:32 GMT
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were going to have something like that in our mod, Apocalypse Rising but if you enter the IFV with a certain character the turret changes like it is in RA2, however, this is implemented with the passenger that enters the vehicle.

you will have to ask the team about what script they will use unless its going to be a new one that jonwil's making...

Subject: Re: vehicle upgrades in mod.
Posted by [Jerad2142](#) on Thu, 06 Jul 2006 01:43:31 GMT
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You could make it so when you enter a zone it attaches a script to the tank that attaches an automatic turret, or you could make it so when it enters a zone the zone sends a custom to it. And when it receives the custom it attaches a script that drops a new tank with the upgrades when it is destroyed and one second after that the tank would blow up there for dropping the new and improved tank.
