
Subject: Another one of my (insane) scripting ideas
Posted by [Tankkiller](#) on Sun, 11 Feb 2007 22:00:21 GMT
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Yes I'm insane, But to the point now. Ok you know how engineers can capture tech buildings in RA2. Right?

Well I wondering if you could do this for are renegade tech sturctures:

Please try to Make these scripts

All of these scripts rely on engs or techs/hoties to poke them.
The strutures can be captured by the other team when in the hands of the other. Destroying the sturctures makes the effects neaturalized and the building uncapturable. The effect will also go away for a piredod of time and will need to be recaptured.

1. Oil Well: A pokible object (mct?) to Give credits to team if a Eng. or tech/hotie pokes it until the building with the pokible object is destroyed, captured, or a number of time passed.

2. Airport: A pokible object that engs must first capture. Then other players regardless of the infntry class can be teleported when they go in the airport. The chose of area to go to in these 4 places: GDI base, nod base, tiberium feild (of the team), and the middle of the map. You will be teleported up in the sky and parachoot down. (you CAN'T shoot while parachooting. You are defencess to Base defences and other players untill you land(base defence still should be attacking and players I GARENTEE still will))

3. Hospital: Capturing This will make infentry heal, But very slowly.

4. Machine Shop: Makes Vechs repair for a short time, but again very slowly.

Subject: Re: Another one of my (insane) scripting ideas
Posted by [Cpo64](#) on Sun, 11 Feb 2007 22:12:48 GMT
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1, 3 and 4 i'm pretty sure are possible with some creative use of the current scripts. As for 2, I don't know enough about the teleported scripts to even comment.

Subject: Re: Another one of my (insane) scripting ideas
Posted by [jamiejrg](#) on Sun, 11 Feb 2007 22:17:23 GMT
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That is a frigin awesome idea! I like it alot, since i hate coming into games where the hon or bar is dead... it's just so boring not being able to buy stuff.

UBER COOL IDEA, hope it works out!

Subject: Re: Another one of my (insane) scripting ideas
Posted by [Jerad2142](#) on Mon, 12 Feb 2007 03:23:24 GMT
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2 could also work.

Subject: Re: Another one of my (insane) scripting ideas
Posted by [Zion](#) on Mon, 12 Feb 2007 16:17:37 GMT
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All these are being implimented for Apocalypse Rising, just have to wait untill out first release is out.

Subject: Re: Another one of my (insane) scripting ideas
Posted by [Lone0001](#) on Mon, 12 Feb 2007 17:14:08 GMT
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SWEET

Subject: Re: Another one of my (insane) scripting ideas
Posted by [sharra](#) on Mon, 12 Feb 2007 20:21:33 GMT
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you should make it so evreone has all the wepons

Subject: Re: Another one of my (insane) scripting ideas
Posted by [vloktboky](#) on Tue, 13 Feb 2007 01:15:31 GMT
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I suggest with your second idea that you consider implementing a timer queue into the idea. The "plane" will only "pick them up" at certain intervals and the player must wait at the airport to be picked up at the time. If they leave, they don't get picked up.

That would bring the player out of the game forcing them to decide "guard my base, take the field, or wait for the plane." It would also allow teammates to queue together and be teleported at the

same time, leading to surge attacks. Also by nature two teams will have a hard time occupying the structure to gain its benefits.

You might want to also consider consolidating your list of choices for where you can teleport. I'd imagine such a structure would be out in the field, which begs the question why anyone would want to wait to take a <1 min trip. But being able to parachute into the back of an enemy's base has its appeals. Could also make taking the field that much more valuable and push players out of the comforts of their own base. And that is something that this game could benefit from.

Subject: Re: Another one of my (insane) scripting ideas
Posted by [slavik262](#) on Wed, 14 Feb 2007 22:28:35 GMT
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It's been done (at least with oil derricks) on Scud Storm (a total conversion mod that turns Renegade into Generals). They used the Generals capture system with the whole flag deal. You plant it like a beacon and it captures the building.
