Subject: An idea for a mod about building more structures Posted by Anonymous on Sun, 09 Feb 2003 17:32:00 GMT View Forum Message <> Reply to Message

More thank likely impossible to do . I was thinking about this. If EA ever did make a Renegade 2, full bases should be made. Anyway, here's the idea that maybe be made into a mod with lots of programming or a Renegade 2. Make your map sort of as usual. Have full bases . Have a working con yard. Now what I was thinking was that a team fund rasing thing could go towards buying a new building. You could have certain zones where, if you wanted an extra Tib ref, it would slowly be built. (Like I said, this would never work in a mod, unless we had a source code, and loads of programmers, but its a nice Idea for a Ren2)

Subject: An idea for a mod about building more structures Posted by Anonymous on Sun, 09 Feb 2003 19:13:00 GMT View Forum Message <> Reply to Message

Impossible!

Subject: An idea for a mod about building more structures Posted by Anonymous on Sun, 09 Feb 2003 19:42:00 GMT View Forum Message <> Reply to Message

Hey, didn't i say this in your other topic?Idea Stealer! Next thing i know you will be going for my files \*beats kirvoy with stick\* \*slaps deafwasp\*

Subject: An idea for a mod about building more structures Posted by Anonymous on Sun, 09 Feb 2003 20:37:00 GMT View Forum Message <> Reply to Message

quote:Originally posted by Laser2150:Hey, didn't i say this in your other topic?Idea Stealer! Next thing i know you will be going for my files \*beats kirvoy with stick\* \*slaps deafwasp\*I had that team deposit idea months ago

Subject: An idea for a mod about building more structures Posted by Anonymous on Mon, 10 Feb 2003 11:19:00 GMT View Forum Message <> Reply to Message

public version will be out sometime in the next few weeks. If you do not belive that deployables are possible you can talk to Scropio9a, Rich(heaven-network), Forsaken, and a few other people from the CnC-Ammo boards. [February 10, 2003, 11:21: Message edited by: NameHunter]

Subject: An idea for a mod about building more structures Posted by Anonymous on Mon, 10 Feb 2003 15:34:00 GMT View Forum Message <> Reply to Message

This would be ownage for Renevo!

Subject: An idea for a mod about building more structures Posted by Anonymous on Mon, 10 Feb 2003 15:36:00 GMT View Forum Message <> Reply to Message

not impossible. <-- note the period...

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