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Subject: Hey dev pls read this and see if you like my ideas please an  
Posted by [Anonymous](#) on Mon, 15 Apr 2002 20:38:00 GMT

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heres a list of things the should put in including some i know there putin in i will discribe how what i think they should put in would work...1)air crafts2)recon bikes3)sam sites4)constrction yard,in its pt you can depsoit mone to save up toward reconstuction of a destroyed building so all team mates can put money toward building because the buildings will be expensive5)limited mines per person not team6)better servers (hehe)7)map editor8)custom skin editor9)if ya die in tiberium u should become a viceroid (one viceroid made at a time)10)a trade option where you can give other players money or tanks or guns what ever in your inivtory and in return get something of theres (it would be easy to put in just his tab and a click-and-drag menu with players and ur stuff wit 2 trade windows.11)your tank is ur tank until you get in and out and is stolen by a enemy or in short team can't steal ur tanks (but u can give to them threw trade)12)when games are made they should have capture the flag games and 1 man only. where u would have a base like it already has. but instead of diffrent guys u just buy the gun, armor, and health instead of buying guys13) when you die you drop your main gun14)make c4s and becons placeable on tanks and not on pts[ April 16, 2002: Message edited by: ZaneOfNod ][ April 16, 2002: Message edited by: ZaneOfNod ]

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Subject: Hey dev pls read this and see if you like my ideas please an  
Posted by [Anonymous](#) on Mon, 15 Apr 2002 22:53:00 GMT

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every thing looks good exept the fact that u cant get into anu one elses vehicle. Because sometimes i have so much cash left over i buy 2-3 vehicles extra for my teammates

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Subject: Hey dev pls read this and see if you like my ideas please an  
Posted by [Anonymous](#) on Tue, 16 Apr 2002 06:51:00 GMT

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I like #4 but if they did that the cost would need to be like at least 20 000

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Subject: Hey dev pls read this and see if you like my ideas please an  
Posted by [Anonymous](#) on Tue, 16 Apr 2002 07:09:00 GMT

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1) i hear from some beta testers that these additions are more trouble than they're worth...2) nod already has more vehicles than gdi3) in single player sams couldnt even hit moving targets - they are just rocket soldiers that shoot 4 (or 6?) rockets rapidly4) maybe user made maps can have these...5) what if only 1 person is a hotwire on defense...6) westwood cant control this7) no comment no comment9) probably the only other addition I'd like to see...10) this sounds like a good idea11) just dont get out of it in your base. use it instead of constantly retreating 12) when they get cnc mode finished then they'll start on other modes ... 13) I dont know about this... its

iffy14) are you saying you want to place c4 and beacons on tanks? because you can already put c4 on tanks... but why a beacon... how are they going to target the beacon if its moving around. Its a beacon!

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Subject: Hey dev pls read this and see if you like my ideas please an  
Posted by [Anonymous](#) on Tue, 16 Apr 2002 12:50:00 GMT

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how about this: better chat messages, because when u say "enemy spotted" u don't know where

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Subject: Hey dev pls read this and see if you like my ideas please an  
Posted by [Anonymous](#) on Tue, 16 Apr 2002 15:35:00 GMT

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The viceroid idea is stupid, becuae then everyone would become a basic soldier and run into the tiberium to become viceroids thus making a better unit for free.

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Subject: Hey dev pls read this and see if you like my ideas please an  
Posted by [Anonymous](#) on Tue, 16 Apr 2002 17:16:00 GMT

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quote: Originally posted by 47214721: how about this: better chat messages, because when u say "enemy spotted" u don't know where Yeah... the communication system is pure crap! Tribes 2 Com Sys is divine! Westwood should peek in their neighbours backyard. Technicians and HotWire deployable laser turret (that light laser turret from Tiberian Sun) arty:

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Subject: Hey dev pls read this and see if you like my ideas please an  
Posted by [Anonymous](#) on Tue, 16 Apr 2002 18:55:00 GMT

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vicroid will be able to be toggled and we'd have it limited 1 at a time

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Subject: Hey dev pls read this and see if you like my ideas please an  
Posted by [Anonymous](#) on Tue, 16 Apr 2002 19:13:00 GMT

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or maybe these changes could be made in the expansion pack when they decide to make one you wonder if the administrator is reading this

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Subject: Hey dev pls read this and see if you like my ideas please an  
Posted by [Anonymous](#) on Tue, 16 Apr 2002 19:34:00 GMT

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Ive been thinking about this viscroid thing and i think that if this was to be emplimented the aromor would have to be hellish low cus they don't have any armor but the heal in tiberium

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Subject: Hey dev pls read this and see if you like my ideas please an  
Posted by [Anonymous](#) on Tue, 16 Apr 2002 19:39:00 GMT

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vicroids go fast in renegade unlike tiberian sun ts it took alot ta killem couple shoots o mammy missle will get em cause my dad took em out wit pistil fast in single player by tiberian field

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"cause my dad took em out wit pistil fast in single player by tiberian field"Right after he yelled at me and sent me to my room because my 5th grade english teacher called and told him I was failing.- Earls

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Subject: Hey dev pls read this and see if you like my ideas please an  
Posted by [Anonymous](#) on Wed, 17 Apr 2002 20:49:00 GMT

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hahahaa real funny i know alot of ppl wit yo name there all in jail for possation or sexual harrasment charges

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