Subject: Mine n Vehicle Limit
Posted by Titan1x77 on Thu, 17 Jul 2003 18:12:17 GMT
View Forum Message <> Reply to Message

I was thinking about using SGT. mays expanded base....But I think that mining the base would be a bit hard with all those buildings....Can i Change the mine limit?

Also is the vehicle limit changable?

Subject: Mine n Vehicle Limit
Posted by [REHT]Spirit on Thu, 17 Jul 2003 19:45:13 GMT
View Forum Message <> Reply to Message

I haven't found the values of these (there probally hard-coded in the exe), however the vehicle limit can be somewhat changed. You can set the vehicles that can be purches to Netrual instead of the side(s) that purcheses them. That will let you buy an unlimited amount (or until the game/comp crashes......) of them, but you won't be bound to the vehicle limit.

Subject: Mine n Vehicle Limit
Posted by Try_lee on Thu, 17 Jul 2003 20:22:51 GMT
View Forum Message <> Reply to Message

Will making them neutral also remove the 30 second 'vehicle lock'?

Subject: Mine n Vehicle Limit
Posted by [REHT]Spirit on Thu, 17 Jul 2003 20:40:07 GMT
View Forum Message <> Reply to Message

Try_leeWill making them neutral also remove the 30 second 'vehicle lock'?

I'm pretty sure it doesn't.

Subject: Mine n Vehicle Limit
Posted by Ugauga01 on Thu, 17 Jul 2003 21:43:39 GMT
View Forum Message <> Reply to Message

So others can steal them...

Subject: Mine n Vehicle Limit
Posted by Titan1x77 on Thu, 17 Jul 2003 23:45:29 GMT

Hmm....Well vehciles really isn't the issue...But thanks for the tip on making that aspect unlimited.

I would really need to know about mine's....This may mean that having to many buildings is useless.

Subject: Re: Mine n Vehicle Limit
Posted by Vitaminous on Fri, 18 Jul 2003 05:02:41 GMT

Titan1x77I was thinking about using SGT. mays expanded base...

Link?

Subject: Mine n Vehicle Limit
Posted by forsaken on Fri, 18 Jul 2003 18:37:10 GMT

sgtmay's expanded base?
http://modx.the-pitts.net/showthread.php?s=33fbe92cb678af2a5d01f3561016cde4&threadid=417

Subject: Mine n Vehicle Limit
Posted by Aircraftkiller on Fri, 18 Jul 2003 18:44:29 GMT

That "expanded base" is poorly constructed.

Subject: Mine n Vehicle Limit
Posted by forsaken on Fri, 18 Jul 2003 19:19:32 GMT

as in the way the buildings are arranged, or the base defense setup?

Subject: Mine n Vehicle Limit
Posted by Aircraftkiller on Fri, 18 Jul 2003 19:30:09 GMT

All of it. The missing tmp_ground is the most glaring error in the entire set.

Anyone can toss together a bunch of structures into one *.gmax file, especially if they're already

done for you.

Maybe I'll finish up my custom buildings-setup.gmax and release it for everyone. It has everything needed for a level. My Tiberium crystals, the Hand of Nod I upgraded, building retextures, additions, and minor problem fixes.

Subject: Mine n Vehicle Limit
Posted by Skier222 on Fri, 18 Jul 2003 20:11:24 GMT
View Forum Message <> Reply to Message

Quote:Maybe I'll finish up my custom buildings-setup.gmax and release it for everyone. It has everything needed for a level. My Tiberium crystals, the Hand of Nod I upgraded, building retextures, additions, and minor problem fixes.

wht did u do to the hand?

cool, cant wait for that to come out

Subject: Mine n Vehicle Limit
Posted by Titan1x77 on Fri, 18 Jul 2003 20:24:47 GMT
View Forum Message <> Reply to Message

Well the problem still lies in the fact that you can't have more then so many structures or else some wont be mined....

Subject: Mine n Vehicle Limit
Posted by Madtone on Fri, 18 Jul 2003 20:43:04 GMT
View Forum Message <> Reply to Message

maybe just use ceiling guns instead???

Subject: Mine n Vehicle Limit
Posted by [REHT]Spirit on Fri, 18 Jul 2003 22:09:43 GMT
View Forum Message <> Reply to Message

Titan1x77Well the problem still lies in the fact that you can't have more then so many structures or else some wont be mined....

There's more to defense then mines. Might not be that now, but that can be changed! Do not consider yourself limited to being similar to Renegade, instead think up some semi-unusual (or just plain unusual) ideas.

Such as:
Security doors on some buildings, with the keys in another building.

Some object to block the entrance to the base, however goes away at certain times in-game, then comes back at other times, like a wall that kills itself (thus, enemies will have to plan their attacks).

As forsaken said, use celling guns or other types of automated turrets inside/outside of the building/base.

Little aliens that run around the map and kill people, slowing down assaults, etc.....(it's a thought.......lol)

I think you get the idea now.

Subject: Mine n Vehicle Limit
Posted by forsaken on Sat, 19 Jul 2003 01:47:18 GMT
View Forum Message <> Reply to Message

madtone said the ceiling guns thing lol, makes me think of eaglin air base or tiberium evolutions mod when i think of the pesky guns, makes apc rush all the rougher

---

Subject: Mine n Vehicle Limit
Posted by Blazer on Sat, 19 Jul 2003 02:29:51 GMT
View Forum Message <> Reply to Message

AircraftkillerAll of it. The missing tmp_ground is the most glaring error in the entire set.

Anyone can toss together a bunch of structures into one *.gmax file, especially if they're already done for you.

Maybe I'll finish up my custom buildings-setup.gmax and release it for everyone. It has everything needed for a level. My Tiberium crystals, the Hand of Nod I upgraded, building retextures, additions, and minor problem fixes.

That would be cool Ack...I hope you release it.