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Subject: Tunnels

Posted by [xptek\\_disabled](#) on Wed, 14 Jan 2004 02:21:12 GMT

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Hi,

I'm currently starting work on a Generals to Renegade total conversion. My question is, would you rather have the GLA tunnels me a real tunnel system you walk/drive through or would you like to have them setup as teleporters?

Thanks.

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Subject: Tunnels

Posted by [mike9292](#) on Wed, 14 Jan 2004 03:10:36 GMT

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drive would probably be better because u wont teleport on someone else about to enter the tunnel

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Subject: Tunnels

Posted by [xptek\\_disabled](#) on Wed, 14 Jan 2004 03:34:29 GMT

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mike9292drive would probably be better because u wont teleport on someone else about to enter the tunnel

Ok, Thanks for the feedback. I'll probably implement them they way you're suggesting. I just want to get the pros/cons of each method.

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