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Subject: Is this possible?

Posted by [Anonymous](#) on Fri, 24 Jan 2003 13:30:00 GMT

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I was thinking of what all I can make for my mod, and I came up with a few things...Orca Carry AllThe ideal method to implement this would be that when you hit your Primary Fire button it would attach itself to the closest vehicle that is beneath it, when you hit the Secondary Fire button it would detach the vehicle beneath it and drop it. When something is attached to it it's speed is like halved. Would this way be possible?If that's not possible...Another way was that I'd create an invisible box beneath the Carry All with the back wall missing, so a tank could drive on/off, and the driver of the tank would just drive on it from behind, when the Carry All got to it's destination it would land and the driver would drive the tank off(I know this way would have to be possible). Also...Could there be an animation that stretched the back wall across when the user hit the Primary Fire button, so that the tank is completely enclosed and cannot fall, than when they land the pilot would hit the Secondary Fire button and the back wall would be stretched back to the other side so the tank can drive off?Naval UnitsWould useable Naval Units be possible? Like a patrol boat, or a landing craft, or whatever? Make it so these can only move on water... And would swimming be possible?Would a Naval Yard type thing be possible? So they can be built?Destroyable BuildingsCurrently buildings just turn black and puff smoke... I would like to add animations and make it so that when it get's destroyed it plays the animation and the building is all laying around (like the top half of the obelisk will fall in to the center, and the hand on the hand of nod will fall back into the back of the building, etc.), destroyed, and cannot be entered again.....(i don't know if this is or not possible, but can i make it so that some weapons don't work on vehicles, some don't work on infantry, some don't work on buildings, or some just work on ground units, or just on air units, or all of the above, or non of the above?) [ January 24, 2003, 13:30: Message edited by: Sir Phoenixx ]

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