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Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug  
Posted by [Anonymous](#) on Sun, 08 Dec 2002 17:49:00 GMT

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well my idea could have little sides to prevent the vehicle from falling out but then the mesh will have to be lowered accordingly so the vehicle can get in and the vehicle would be seen lower and if someone is in the vehicle being transported and there is no pitch or roll in the model and it is slow the vehicle wouldnt fall out anywayseven then this would make for an interesting play mode...imagine you lose a tank on the battlefield ask someone to buy you one and have it ferried to you within moments that will make sieges last longer of course the vehicle is still vulnerable to attacks while being ferried (you could enable the projectile collision property on the vehicle carrying mesh so that the bullets dont hit the vehicle from below but it would also make the carryall invulnerable to attacks from belowyeah and if u guys model the carryall please send me a copy

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