Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug
Posted by Anonymous on Sun, 08 Dec 2002 08:32:00 GMT

quote:Originally posted by aronjames:i have an idea that may workit would require a lot less work but with 2 setbacks setback1.no animation(well you could but its not gonna do anything)2.someone has to drive the tank (may prove better... might inspire teamwork... a rare occurence)3. the carryall wont be able to land on the vehicle and pick it upwhen making a model of your carryall stick a mesh with the vehicle collision property enabled a little bit under the vehicle (not in worldbox me thinks(not sure if it will interfere)) and far enough down for a vehicle to fit inbetween. then when you land the craft drive the vehicle you want to transport underneath the carryall and then lift off with the carryall the mesh will carry the vehicle with the carryall (you could put little bars with no collision options decenting from the carryall so that they 2 vehicles look connected). but make sure that there is no pitch or roll when turning or starting/stoping or your cargo will have a nice fall. but this is just an ideaso dont flame me if it dont workcontact me and tell me how it worked out cuz im curious myself my msn instant messeneger id is redoctober0002@hotmail.combut still you other people have great ideasim going to try that... if it works ill put the model up for download for people to play with