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Subject: Re: RA\_Fjord

Posted by [Aircraftkiller](#) on Tue, 09 Aug 2011 06:55:13 GMT

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Tomorrow, maybe.

I've got my Mammoth Tank in-game and operational now. Reaver11 did a great job getting it rigged for me, but I had to do some extra tweaking to make it work correctly. The muzzle firing animation now works (Thanks scripts 4.0!) and the extra muzzles attached to the tusk pods have smoke. Again, thanks scripts 4.0!

Yes, the treads are alpha-mapped for the extra illusion of detail.

And thanks again to scripts 4.0 for making the Repair Facilities animate properly. Now you see electricity sparking from them which randomly attaches itself to your vehicle, instead of spawning at the origin of the world space. It's really cool. On the subject of Repair Facilities, I made them repair a lot more health per second, but they have half the health of a regular building like the AGT, Construction Yard, etc. They're a priority target if someone is repairing on them. Hell, even if they're not, I would take that thing out the moment the base defenses went down.

One last thing to note: Saberhawk gave me a tool which fixes the camera parallel meshes, namely the bushes, so that they work as intended: They only spin. They don't bank with the camera, so they look a lot more realistic now. However, you'd need scripts 4.0 to see this. I'm planning to release Fjord around the time that scripts 4.0 is in open beta.

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