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Subject: Reborn MOD Team Requests:

Posted by [Anonymous](#) on Mon, 28 Oct 2002 20:39:00 GMT

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First of all let me say !!! I'm very pleased to know someone else liked the Tiberium Sun Storyline as much as I and decided to turn it into a FPS reality. I was reading about the progress of the Modeling and noticed that the "Carryall" Unit was not accounted for. Do you plan to make a Carryall unit still, or is it not possible to incorporate into the engine (Ovcourse I am talking about the ability to pickup a vehicle and fly it to another destination ) Boy wouldn't that add a whole new element of strategy to the battlefield...

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Subject: Reborn MOD Team Requests:

Posted by [Anonymous](#) on Tue, 29 Oct 2002 05:38:00 GMT

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As reborn beta tester: No I dont think DarkOmen cant impliment this into the game simply because it would be extremly hard if not imposible to get one vehicle to carry another without scripts.So bassicly No.

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Subject: Reborn MOD Team Requests:

Posted by [Anonymous](#) on Tue, 29 Oct 2002 06:17:00 GMT

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What about with scripts? Hasnt Westwood released new scripts with the latest patch (meaning, why not ask them for a few more? ) and isnt Jonathan Wilson releasing a new DLL with scripts or something?

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Subject: Reborn MOD Team Requests:

Posted by [Anonymous](#) on Tue, 29 Oct 2002 06:41:00 GMT

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it might be possible

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Subject: Reborn MOD Team Requests:

Posted by [Anonymous](#) on Tue, 29 Oct 2002 15:37:00 GMT

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acturally there might be a way.

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Subject: Reborn MOD Team Requests:

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Posted by [Anonymous](#) on Tue, 29 Oct 2002 19:02:00 GMT

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Tell me I'd like to tell him

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Subject: Reborn MOD Team Requests:

Posted by [Anonymous](#) on Tue, 29 Oct 2002 19:35:00 GMT

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well ok... make the model than at the bottem add something like an elevator. but it doesnt go up or down. like i was saying make something like that, give that phicial and/or projectile settings in w3d options. then ingame. buy the carrier. then buy another vehicle and move the vehicle up on that elevator kind of a thing then try flying and see if it works. i havnt tested that but ill try on the weekends. you might not understand so ill try to show you a pic of what i mean.

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Subject: Reborn MOD Team Requests:

Posted by [Anonymous](#) on Tue, 29 Oct 2002 19:41:00 GMT

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I'll mention it to omen...me and omen are tight so he usually takes the ideas I give and stuff...

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Subject: Reborn MOD Team Requests:

Posted by [Anonymous](#) on Wed, 30 Oct 2002 00:36:00 GMT

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Remember, it's a mod or a modification, not a MOD.

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