
Subject: Naval objects...

Posted by [Anonymous](#) on Wed, 27 Nov 2002 23:02:00 GMT

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NOVA: Existence Mod is looking into naval maps, and so on. our Forum
<http://cncex.com/forums/index.php?s=914d1da873977785ac6f05c42be73976&act=SF&f=25> if you check out shows we are capable of it if we get the proper tutorial. If you have any way to do this email me (greenhaze2003@yahoo.com) AIM me ([usmcbryan0311](aim:usmcbryan0311)) or msn me (bryan_420_2003@hotmail.com) Thanks in advance.

Subject: Naval objects...

Posted by [Anonymous](#) on Thu, 28 Nov 2002 09:11:00 GMT

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Explained betterOk, I wanna make boats just be able to stay in water, not land. Is this possible? I was thinking one map with water, and a little island that only can be access by soliders, and have invisible blockers so the boat can't get to the land, and the boat can fire at the Ship yard or drop off ppl to run into the island. Is this the best bet?

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Posted by [Anonymous](#) on Thu, 28 Nov 2002 09:21:00 GMT

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yep, vehicle blockers is what ur gunna end up with.the trouble with renegade is you cant go underwater, so its going to have to be very shallow water. Unless you can be the first one to make it look like characters are floating.

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Posted by [Anonymous](#) on Thu, 28 Nov 2002 10:25:00 GMT

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I was thinking make water if your a human instant Death. And make water deep but put a invisible blocker there to

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Posted by [Anonymous](#) on Thu, 28 Nov 2002 13:59:00 GMT

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you can make underwater vehicles using vtol craft and vehicle blockers in the map. You can't swim though so you'd have to but either damage or instant death zones.

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Posted by [Anonymous](#) on Thu, 28 Nov 2002 15:33:00 GMT

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and if ur confused about the VTOL going up and down problem, just set the Z axis movement to 0

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Posted by [Anonymous](#) on Thu, 28 Nov 2002 16:19:00 GMT

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Sweet thanks guys. I was thinking that was probably the useful way and best way, but wasn't sure. Thanks again!

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Posted by [Anonymous](#) on Thu, 28 Nov 2002 19:44:00 GMT

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thats what us NON-n00bs are for
