Subject: Interesting ideas about vehicles
Posted by Anonymous on Thu, 19 Dec 2002 13:00:00 GMT
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sounds cool

Subject: Interesting ideas about vehicles
Posted by Anonymous on Thu, 19 Dec 2002 14:41:00 GMT
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heh could you imagine a bunch of dead mammoths clogging up narrow passage ways, that would certainly be annoying cleaning up all that debre   . but besides that the damage vecs idea seems good

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Subject: Interesting ideas about vehicles
Posted by Anonymous on Thu, 19 Dec 2002 14:45:00 GMT
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quote:Originally posted by forsaken:heh could you imagine a bunch of dead mammoths clogging up narrow passage ways, that would certainly be annoying cleaning up all that debre   . but besides that the damage vecs idea seems goodYou'd be able to destroy the destroyed ones

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Subject: Interesting ideas about vehicles
Posted by Anonymous on Thu, 19 Dec 2002 15:38:00 GMT
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and exactly how do you excpt to make destroyed vehicels left behind. i already know about the damage bones. but how would you leave a destroyed tank? let me guess make an explosion in Renx (which is the tank) and then for the tanks explosion just make it so the explosion stays there for ever? btw what i just said is possiable.

Subject: Interesting ideas about vehicles
Posted by Anonymous on Thu, 19 Dec 2002 16:14:00 GMT
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yeah so when the vec itself blows up, another "destroyed" version spawns, correct?

Subject: Interesting ideas about vehicles
Posted by Anonymous on Thu, 19 Dec 2002 16:50:00 GMT
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Well, I know that glass parts on vehicles that have them get bullet holes when you shot them.

Subject: Interesting ideas about vehicles
Posted by Anonymous on Thu, 19 Dec 2002 20:48:00 GMT
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I just had a really good idiotic suggestion!!Make something like a demolition truck from RA:2It would have low health med cost, and firing would make a instant nuclear explosionStupid, but it would be fun (I'd blow myself up ALL day)

Subject: Interesting ideas about vehicles
Posted by Anonymous on Thu, 19 Dec 2002 23:28:00 GMT
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Sadly, you cannot call on a cinematic script as a weapon... [December 19, 2002, 23:30: Message edited by: ApacheRSG]

Subject: Interesting ideas about vehicles
Posted by Anonymous on Fri, 20 Dec 2002 00:19:00 GMT
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In Greg's tutorial it says that you can have certain bones that become visible when a vehicle is damaged. Here's my idea: Now maybe if we can use this to make vehicles actually appear damaged, like the would be bullet holes, dents, scratches and scorches. I also think it might be possible to have one of those destroyed vehicles be left behind when the vehicle is destroyed.

Subject: Interesting ideas about vehicles
Posted by Anonymous on Fri, 20 Dec 2002 05:04:00 GMT
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This may be a good way to add a damaged/destroyed look to manned turrents, which are currently implemented by creating them as a vehicle.