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Subject: odd question...

Posted by [Anonymous](#) on Mon, 30 Dec 2002 02:21:00 GMT

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How many times has this happened to anyone else: get brilliant idea for new vehicle.... spend 9 hours laboring away in 3ds max on the design. Finish the design... and right when your about to click save, it crashes to desktop... and yes i failed to bother with saving at any other point in time except for about 2 hours after i began on it. GROAN Normally I use the autobackup feature... but i turned it off due to it being a nuisance today while i was laboring away dilligently... Well looks like I have plenty of time to go back and reevaluate my idea at least. A few final questions: Is it possible to use existing vehicle models, but replace parts on them? I had a brainstorm for a missile rack to place on a tank chassis, and was wanting to test out my bone structure of the rack itself before working on a vehicle for it. Furthermore, the rack I have produced has 3 pivot points, 1 on the z axis and the other 2 for elevation. My idea which I am wanting to work with is have the lower arm of the strut for the rack raise and lower as the vehicle is entered and exited, the upper arm of the strut is for the elevation of the platform itself. To sum up the idea, I am working on 2 variations, the first variation with the struts is a copy of the missile rack used on the hover mrl from tib sun, the second variation is the rack used on the "Wolverine" missile tank from the old GI Joe series. I still cannot decide if i want the turret as a rear or center mount on a treaded chassis, or on a hover chassis. And last but not least, Is there current support within the game engine or the new scripts for remote control or drone vehicles, for example, Soldier X buys a item from the PCT, deploys the item, item becomes portable control station, remote computer, etc. With the station, Soldier X is able to remote control a vehicle, etc and see what the vehicle sees. This could be useful perhaps as a stealth recon vehicle, maybe have said drone equipped with a gizmo gun to repair vehicles at a lower rate, or disarm mines without the worry of accidentally having the impatient noob behind you bump you or run right through the mines and blow himself along with you up...(been there..had that happen). Another ..umm..fun possibility would be to have the drone carry enough c4 on it or have it have a suicide function where when you get close enough to a few unsuspecting individuals, you could detonate it, and them as well. Ahh well just a thought, kinda like the thought of having mines visible only to your own team, its something that should have been there, but isn't.

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Subject: odd question...

Posted by [Anonymous](#) on Mon, 30 Dec 2002 15:21:00 GMT

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well I dont care to red past the first couple of sentances, yes loosing your hard work sucks.

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Subject: odd question...

Posted by [Anonymous](#) on Tue, 31 Dec 2002 06:18:00 GMT

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quote: well I didnt care to read past the first couple of sentances, but, yes loosing your hard work sucks.

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