Subject: taxi ride
Posted by Stallion on Sun, 19 Nov 2006 09:21:36 GMT
View Forum Message <> Reply to Message

I was thinking of a cool idea to do in a map I'm working on. I was wonder if anyone knew how or if it's even possible for a soldier to get into a neutral "taxi" and be the passanger. They wouldn't be able to use it to move anywhere on there own but they would be able to go to anywhere the taxi is set to go.

Subject: Re: taxi ride
Posted by Jerad2142 on Sun, 19 Nov 2006 15:27:49 GMT
View Forum Message <> Reply to Message

I have done this with a helicopter. What I did was attach an invisible box to the helicopter that allowed you to get in and out. When you hit "E" by the helicopter you got in the invisible box which was moving with the helicopter, and when you hit "E" again, you got out of the invisible box. You could set you taxi to just go through a set of repeating waypoints.

Subject: Re: taxi ride
Posted by Stallion on Sun, 19 Nov 2006 16:29:42 GMT
View Forum Message <> Reply to Message

great idea. now i have another unique thing to add to my map.

Subject: Re: taxi ride
Posted by JeepRubi on Mon, 20 Nov 2006 01:19:08 GMT
View Forum Message <> Reply to Message

I know how to make a rolloercoaster that you controll only to go forward or back. If you want another uniuque thing...

Subject: Re: taxi ride
Posted by Jerad2142 on Mon, 20 Nov 2006 02:38:52 GMT
View Forum Message <> Reply to Message

Jeep Rubi wrote on Sun, 19 November 2006 18:19I know how to make a rolloercoaster that you controll only to go forward or back. If you want another uniuque thing...

This topic was about a taxi, that you could not not control.

Subject: Re: taxi ride
Posted by c0vert7 on Mon, 20 Nov 2006 02:45:46 GMT
View Forum Message <> Reply to Message

LOL.

I'm working on
add to my map

Subject: Re: taxi ride
Posted by Stallion on Mon, 20 Nov 2006 07:24:10 GMT
View Forum Message <> Reply to Message

c0vert7 wrote on Sun, 19 November 2006 20:45LOL.

I'm working on
add to my map

our map
To quote c0vert "assbandit"