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Subject: Walls Flying and Lifting Vehicles  
Posted by [zkill1z](#) on Mon, 28 May 2007 19:08:07 GMT  
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I've seen videos of tanks getting on top of transport helicopters and driving to the top of the mountain with them, but when I tried this, my copter was unable to ascend with the tank on top. What am I doing wrong?

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Subject: Re: Walls Flying and Lifting Vehicles  
Posted by [Homey](#) on Mon, 28 May 2007 19:20:54 GMT  
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You need 2 people to do this one, flying the chopper and one driving the tank and you have to go extremely slow. It's not exactly easy and isn't practical for a normal game.

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Subject: Re: Walls Flying and Lifting Vehicles  
Posted by [zkill1z](#) on Mon, 28 May 2007 19:22:03 GMT  
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I know you have to move the tank forward as fast as the copter goes forward, but I can't figure out how to get the chopper to go up.

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Subject: Re: Walls Flying and Lifting Vehicles  
Posted by [Caveman](#) on Mon, 28 May 2007 19:36:55 GMT  
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You can only put an arty/buggy/hummer on top of the trannie otherwise you don't have enough engine power to move.

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Subject: Re: Walls Flying and Lifting Vehicles  
Posted by [CarrierII](#) on Mon, 28 May 2007 19:39:57 GMT  
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not if you edited the tank to weigh less (pity you just can't edit the heli to be more powerful...)

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Subject: Re: Walls Flying and Lifting Vehicles  
Posted by [sadukar09](#) on Mon, 28 May 2007 19:45:57 GMT  
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uhh i think and arty weights almost the same as a mammy...O.o

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Subject: Re: Walls Flying and Lifting Vehicles  
Posted by [MexPirate](#) on Mon, 28 May 2007 19:54:32 GMT  
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pretty sure you can lift a mammy if you use 2 choppers, think I saw a video somewhere on here.

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Subject: Re: Walls Flying and Lifting Vehicles  
Posted by [Demolition man](#) on Mon, 28 May 2007 19:55:43 GMT  
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haha 1z is such a n00b

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Subject: Re: Walls Flying and Lifting Vehicles  
Posted by [havoc9826](#) on Mon, 28 May 2007 20:12:01 GMT  
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Actually, a bit over a year ago, a couple of friends of mine were able to get a stealth tank and a flame tank up on top. Here's proof (you'll need DivX): stank airlift. As for the mammoth, I believe we tried the two-chinook method and failed miserably. Oddly enough, the same failure happened with the MRLS - is the flame tank actually lighter?

I have some more old airlifting vids here if you care to see them. Some need DivX, and some don't.

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Subject: Re: Walls Flying and Lifting Vehicles  
Posted by [icedog90](#) on Mon, 28 May 2007 20:32:39 GMT  
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My sister and I did this a lot waaay back. It's easy with enough practice. And yes, my sister plays video games too. I have a screenshot but it's on another computer which is off.

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Subject: Re: Walls Flying and Lifting Vehicles  
Posted by [puddle\\_splasher](#) on Mon, 28 May 2007 21:01:30 GMT  
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Ha! Ha! HA! Thats a good one havoc

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Subject: Re: Walls Flying and Lifting Vehicles  
Posted by [Viking](#) on Mon, 28 May 2007 21:08:25 GMT  
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Maybe put them on you tube?

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Subject: Re: Walls Flying and Lifting Vehicles  
Posted by [Poptart](#) on Mon, 28 May 2007 21:12:18 GMT  
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alright just out of curiosity, do tanks take damage when they fall from a flying chopper?

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Subject: Re: Walls Flying and Lifting Vehicles  
Posted by [Nightma12](#) on Mon, 28 May 2007 21:13:56 GMT  
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no - but if they land upside down they die

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Subject: Re: Walls Flying and Lifting Vehicles  
Posted by [Caveman](#) on Mon, 28 May 2007 22:08:54 GMT  
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EKT-Sadukar wrote on Mon, 28 May 2007 14:45uhh i think and arty weights almost the same as a mammy...O.o

Haha, you need to open ren and get in a mammy and use edit\_vehicle and then compare it with a arty.

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Subject: Re: Walls Flying and Lifting Vehicles  
Posted by [EvilWhiteDragon](#) on Mon, 28 May 2007 22:09:58 GMT  
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I've done some playing aroud with the mammy and transporters, and you can do it, but it is extremely hard to completely make it to the top.

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Subject: Re: Walls Flying and Lifting Vehicles  
Posted by [Renerage](#) on Mon, 28 May 2007 23:15:41 GMT  
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Actually, Ive seen an arty sit on top of the mountain with tech support, and point whore their way

into winning.

Its slow, and sometimes useless, but in a small- (12-16 Server)

I think it sometimes is a decent strategy.

And yea, we lost this game pretty bad. We lost our Barracks early, and as soon as you see someone coming, the techie will start moving wierd, which forced the Arty to look around.

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Subject: Re: Walls Flying and Lifting Vehicles

Posted by [Caveman](#) on Mon, 28 May 2007 23:19:12 GMT

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cheekay77 wrote on Mon, 28 May 2007 18:15Actually, Ive seen an arty sit on top of the mountain with tech support, and point whore their way into winning.

Its slow, and sometimes useless, but in a small- (12-16 Server)

I think it sometimes is a decent strategy.

And yea, we lost this game pretty bad. We lost our Barracks early, and as soon as you see someone coming, the techie will start moving wierd, which forced the Arty to look around.

Nothing an orca can't fix. Sticking a arty up there is pretty useless. Its time consuming and its very easily to defend against.

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Subject: Re: Walls Flying and Lifting Vehicles

Posted by [Renegade](#) on Mon, 28 May 2007 23:20:42 GMT

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True, but no one was smart enough.

Not even myself, I personally hate orcas due to snipers.

Most of my team did to. We would have lost if we tied orca probably, they were smart enough to have snipers all over the ground.

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Subject: Re: Walls Flying and Lifting Vehicles

Posted by [sadukar09](#) on Tue, 29 May 2007 00:38:47 GMT

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mammy 5000 arty 3000 meh close enough

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Subject: Re: Walls Flying and Lifting Vehicles

Posted by [jnz](#) on Tue, 29 May 2007 00:39:44 GMT

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It's very easy to lift vehicles around on walls flying, or any flying map.

<http://www.dansprojects.com/PickTank/PickTank.html>

You can lift any tank in seconds, i don't see why people make it out to be hard :/

In the vid, i lifted the harv to the top middle bit on walls.

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Subject: Re: Walls Flying and Lifting Vehicles  
Posted by [sadukar09](#) on Tue, 29 May 2007 00:41:03 GMT  
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dude u had a script...

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Subject: Re: Walls Flying and Lifting Vehicles  
Posted by [jnz](#) on Tue, 29 May 2007 00:41:55 GMT  
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Heh, it was a joke.

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Subject: Re: Walls Flying and Lifting Vehicles  
Posted by [Dave Anderson](#) on Tue, 29 May 2007 00:42:40 GMT  
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+1 for the SBot. ^^

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Subject: Re: Walls Flying and Lifting Vehicles  
Posted by [Viking](#) on Tue, 29 May 2007 00:43:25 GMT  
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LOL thats the haxzorx way we can do it with no scripts!!!

We should all get good at this then do it in some random server and make everyone go ZOMG WTF HAX!!!

Would be extreamly entertaining.

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Subject: Re: Walls Flying and Lifting Vehicles

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Posted by [sadukar09](#) on Tue, 29 May 2007 00:43:30 GMT

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me=want that script

---

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Subject: Re: Walls Flying and Lifting Vehicles

Posted by [StealthEye](#) on Tue, 29 May 2007 09:57:58 GMT

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Just fly up there, make a teleport location and execute !th <teleportlocationname> to teleport the harvester up, otherwise do !te <playername> to teleport a player up there, easy! Then block and unblock the harvester to make it find a new path, and see where it tries to go, it's pretty funny to watch actually.

Could even do this without server side mods on a non BIATCH protected server, with any vehicle you want... :/

Using the "real" way you can fly quite a lot on top, but I don't think we (EWD/Ghostshaw/me) were able to get the mammy on top using two transports. Only get it in air and a little forward.

The script gamemodding uses is quite funny, but I don't think it would work for non BHS users as you're disabling the collisions, would it? I've been working on something like that for some time but it still doesn't work properly without clientside mods.

---

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Subject: Re: Walls Flying and Lifting Vehicles

Posted by [Starbuzz](#) on Tue, 29 May 2007 12:59:41 GMT

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Nightma12 wrote on Mon, 28 May 2007 16:13no - but if they land upside down they die

They blow up if they fall on their side too.

---

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Subject: Re: Walls Flying and Lifting Vehicles

Posted by [jnz](#) on Tue, 29 May 2007 13:16:43 GMT

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StealthEye wrote on Tue, 29 May 2007 10:57

The script gamemodding uses is quite funny, but I don't think it would work for non BHS users as you're disabling the collisions, would it? I've been working on something like that for some time but it still doesn't work properly without clientside mods.

There is one way of doing it, but it's scratchy.

Make a script, every 50 milliseconds or so teleport the player under your transport. It does work

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but the player is moving too much.

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Subject: Re: Walls Flying and Lifting Vehicles  
Posted by [JPNOD](#) on Tue, 29 May 2007 14:25:08 GMT  
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gamemodding wrote on Mon, 28 May 2007 20:39It's very easy to lift vehicles around on walls flying, or any flying map.

<http://www.dansprojects.com/PickTank/PickTank.html>

You can lift any tank in seconds, i don't see why people make it out to be hard :/

In the vid, i lifted the harv to the top middle bit on walls.

lol that's awesome, it would be nice if that was available for public servers.

--> artillery

<http://i50.photobucket.com/albums/f332/adjstewart/M777/M777Chinook2.jpg>

I don't think the chinook is powerfull enough to carry a tank in real life though, not sure about that.

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Subject: Re: Walls Flying and Lifting Vehicles  
Posted by [Dave Anderson](#) on Tue, 29 May 2007 15:01:54 GMT  
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Chinooks carry tanks all the time. I get to watch quite a few fly over my house now and then.

---

---

Subject: Re: Walls Flying and Lifting Vehicles  
Posted by [jnz](#) on Tue, 29 May 2007 15:09:53 GMT  
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Well, i did it so it attachs it to the front wheel. We had a lot of fun

---

### File Attachments

1) [tank2.png](#), downloaded 424 times

---





Subject: Re: Walls Flying and Lifting Vehicles  
Posted by [sadukar09](#) on Tue, 29 May 2007 19:21:52 GMT  
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uhhh...how are u getting nod vehs when both of u are on gdi?

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Subject: Re: Walls Flying and Lifting Vehicles  
Posted by [Viking](#) on Tue, 29 May 2007 19:24:36 GMT  
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Hax.

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Subject: Re: Walls Flying and Lifting Vehicles  
Posted by [Kanezor](#) on Tue, 29 May 2007 19:43:44 GMT  
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gamemodding wrote on Mon, 28 May 2007 19:39It's very easy to lift vehicles around on walls flying, or any flying map.

<http://www.dansprojects.com/PickTank/PickTank.html>

You can lift any tank in seconds, i don't see why people make it out to be hard :/

In the vid, i lifted the harv to the top middle bit on walls.Dude, that's awesome. Now to just bind the stuff to a key rather than typing in some silly command...

No, don't fucking bind the command to a key like how !bl and shit are bound to page up/page down/etc...

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Subject: Re: Walls Flying and Lifting Vehicles  
Posted by [sadukar09](#) on Tue, 29 May 2007 19:45:26 GMT  
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Soldier :hehe fun stealing Nod vehs huh?  
Soldier2:LOL this n00b Kane should watch his weapons dealers  
CABAL : \*Nuclear Launch Detected\*  
EVA: \*Multiple Missile Launches Detected\*  
McNeil : CRAP!  
CABAL : \*LAUGH\* HAHAAHAHAHA  
CABAL : \*GDI base destroyed\*

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Subject: Re: Walls Flying and Lifting Vehicles  
Posted by [Canadacdn](#) on Tue, 29 May 2007 20:45:34 GMT  
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Check out this Roleplay 2 video for some crazy helicopter lifting.

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Subject: Re: Walls Flying and Lifting Vehicles

Posted by [EvilWhiteDragon](#) on Tue, 29 May 2007 23:02:45 GMT

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Canadacdn wrote on Tue, 29 May 2007 22:45Check out this Roleplay 2 video for some crazy helicopter lifting.  
spam....

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