
Subject: Stealth tanks are getting closer to reality!
Posted by [Viking](#) on Wed, 03 Oct 2007 09:36:19 GMT
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I cant wait to get me a stealth tank!

<http://www.tgdaily.com/content/view/34154/113/>

Subject: Re: Stealth tanks are getting closer to reality!
Posted by [Jerad2142](#) on Wed, 03 Oct 2007 13:08:58 GMT
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cool, but yet scary.
imagines cloaked people sneaking up on him right now

Subject: Re: Stealth tanks are getting closer to reality!
Posted by [AoBfrost](#) on Wed, 03 Oct 2007 13:23:43 GMT
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Oh god sealth suits are next, next thing you know, people steal these, then break into homes in stealth mode... *wakesup*OMG MY TV IS FLYING.

Subject: Re: Stealth tanks are getting closer to reality!
Posted by [Romaner](#) on Wed, 03 Oct 2007 23:50:00 GMT
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or umm killing people? i think thats a bit worse then stealing.

Subject: Re: Stealth tanks are getting closer to reality!
Posted by [R315r4z0r](#) on Thu, 04 Oct 2007 00:52:44 GMT
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It is probably for military use only... what government leader would even allow such a suit to be permitted by civilians?

And anyway, I actually had an idea for a stealth suit.. although it wouldn't make it completely cloaked, it would make it cloaked for the most part.

Last year in my physics class our teacher had this liquid, it was like some sort of oil or starch or something.. I don't really remember. But it had a weird property. When this liquid was combined with a type of glass, the glass would become basically invisible.

What she did was put this liquid in a clear container. We could look through the container, and through the liquid and see what was on the other side.. much like looking through yellow tinted water.

But then she took one of the lab beakers, and placed it in the container containing the liquid, and once she let go, it was as if she never dropped anything in the liquid. You needed to look at it really hard to see the edges of the glass beaker.

So it got me thinking that a suit that had glass placements around vital areas, could possibly fill up with this liquid on command.. but the idea of mine is heavily flawed in many ways, but it really got me to thinking about how to cloak things.

Subject: Re: Stealth tanks are getting closer to reality!
Posted by [IronWarrior](#) on Thu, 04 Oct 2007 03:38:21 GMT
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Old news.

Subject: Re: Stealth tanks are getting closer to reality!
Posted by [KIRBY-098](#) on Thu, 04 Oct 2007 20:08:21 GMT
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I won't enlist....er I mean get excited until I see Nod posters going up.

Subject: Re: Stealth tanks are getting closer to reality!
Posted by [nikki6ixx](#) on Thu, 04 Oct 2007 21:39:51 GMT
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I have a totally bad feeling that this will fail... in a very horrible situation, which will be considered funny 25 years later.

Subject: Re: Stealth tanks are getting closer to reality!
Posted by [Canadacdn](#) on Thu, 04 Oct 2007 21:44:13 GMT
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The Iranians are going to get stank rushed.

Subject: Re: Stealth tanks are getting closer to reality!
Posted by [Starbuzz](#) on Fri, 05 Oct 2007 05:39:36 GMT
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Canadacdn wrote on Thu, 04 October 2007 16:44The Iranians are going to get stank rushed.

It won't work! They will see the tracks that seem to move with a mind of its own...and they will press the big red button!

Subject: Re: Stealth tanks are getting closer to reality!
Posted by [GoArmy44](#) on Sat, 06 Oct 2007 01:11:47 GMT
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Starbuzz wrote on Fri, 05 October 2007 00:39Canadacdn wrote on Thu, 04 October 2007 16:44The Iranians are going to get stank rushed.

It won't work! They will see the tracks that seem to move with a mind of its own...and they will press the big red button!

Nah, I would get PICs and whore them. Anyway...what about IR detection? (sorry didn't read all the way through..about to go somewhere) I mean most tanks use IR scopes to see other tanks...even in daylight.

Subject: Re: Stealth tanks are getting closer to reality!
Posted by [Starbuzz](#) on Sat, 06 Oct 2007 03:35:25 GMT
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OMG! Yeah, nowadays tanks got IR systems on them...and some even have radar.

Eventhough, I am sure Kane's scientists designed the Stank well, I am sure it's heat can be detected. Also, maybe ground radar can detect it as well but the tank cannot be seen visually. Unless of course the tank is made of radar absorbent materials.

Subject: Re: Stealth tanks are getting closer to reality!
Posted by [BlueThen](#) on Sat, 06 Oct 2007 03:41:28 GMT
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Put the tank in a refridgerator

That fixes the heat sensor problem.

Subject: Re: Stealth tanks are getting closer to reality!
Posted by [AoBfrost](#) on Sat, 06 Oct 2007 03:44:27 GMT
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I think if we had stealth tanks we'd lose them.

When I play in cnc3 sometimes, I mass stanks, then i forget where i put them.....cause their invisible....hard to see on some maps.

But seriously, like some soldier takes a break and leaves the stank on, then he gets distracted and goes somewhere on foot, comes back, stank is still on and invisible...he forgets where he parked it.

Subject: Re: Stealth tanks are getting closer to reality!
Posted by [Starbuzz](#) on Sat, 06 Oct 2007 04:09:17 GMT
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AoBfrost wrote on Fri, 05 October 2007 22:44

But seriously, like some soldier takes a break and leaves the stank on, then he gets distracted and goes somewhere on foot, comes back, stank is still on and invisible...he forgets where he parked it.

I KNOW THE SOLUTION! Then the tank crew will have to be issued with the special device that can see stealth units! Rememeber the Renegade SinglePlayer missions?

The one mission where Sydney and Havoc go out to find Mobius but they get surrounded by Stanks and SBH? Sydney find the Nod tanks using a small monitor-like device that shows the stealth units.

So I guess that's what real Stank crews will be issued also...so they can find their own tanks.

Here's the video!

<http://www.youtube.com/watch?v=ALVzcWZtOHc&mode=related&search=>

Subject: Re: Stealth tanks are getting closer to reality!
Posted by [Ethenal](#) on Sat, 06 Oct 2007 04:10:54 GMT
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Starbuzz wrote on Fri, 05 October 2007 23:09AoBfrost wrote on Fri, 05 October 2007 22:44

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EDIT: I am finding the YouTube video for that mission now LOL!!

I was thinking something along those lines...

Subject: Re: Stealth tanks are getting closer to reality!
Posted by [AoBfrost](#) on Sat, 06 Oct 2007 04:15:07 GMT
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Stupid situations during testing

Quote:

test 1

stank comes out of factory invisible

General: #\$\$%@\$% where is it!

Quote:test 2

Soldier 1: Jeff....where did you park the stank at....

Soldier 2: ummmm.....somewhere....

Soldier 1: your lucky we have the remote entry so we can make it's taillights shine

Soldier 2:.....ya...those are stealthed too.....

Soldier 1: @\$%^!!1111!!

Quote:test 3

Group 1 attack the left flak!

"wheres my group at!"

Subject: Re: Stealth tanks are getting closer to reality!
Posted by [GoArmy44](#) on Sat, 06 Oct 2007 05:26:10 GMT
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Quote:But seriously, like some soldier takes a break and leaves the stank on, then he gets distracted and goes somewhere on foot, comes back, stank is still on and invisible...he forgets where he parked it.

Lol, we already do that with our very visible cars.

Quote:Put the tank in a refridgerator
That fixes the heat sensor problem.

Yeah, then a big cold spot will be running around. IR works good with temperature extremes, what you need is a vehicle that produces no heat at all while moving.

Subject: Re: Stealth tanks are getting closer to reality!
Posted by [CarrierII](#) on Sat, 06 Oct 2007 18:57:50 GMT
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Actually, basic physics tells you that different waves refract differently through the same material, so something that bends light around itself (and is thus invisible) will actually distort an IR camera really badly, fairly like the way the stealth suits appear close up in Renegade, but only in the IR spectrum (The same would be true of other spectra).

So, IR detectors = no more stank.

Subject: Re: Stealth tanks are getting closer to reality!
Posted by [BlueThen](#) on Sat, 06 Oct 2007 19:16:47 GMT
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Starbuzz wrote on Fri, 05 October 2007 23:09AoBfrost wrote on Fri, 05 October 2007 22:44

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Or use one of those fancy keys where if you press a button, the car honks.

Subject: Re: Stealth tanks are getting closer to reality!
Posted by [AoBfrost](#) on Sun, 07 Oct 2007 00:31:59 GMT
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"omg cap'n the sounds and lights are stealthed too! how do we find it?"

Subject: Re: Stealth tanks are getting closer to reality!
Posted by [BlueThen](#) on Sun, 07 Oct 2007 00:35:59 GMT
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Take a stick and swing it around.

Subject: Re: Stealth tanks are getting closer to reality!
Posted by [bisen11](#) on Sun, 07 Oct 2007 02:49:16 GMT
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Should be good incase any alien invaders =P

Subject: Re: Stealth tanks are getting closer to reality!
Posted by [Tankkiller](#) on Sun, 07 Oct 2007 03:00:00 GMT
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bisen11 wrote on Sat, 06 October 2007 21:49Should be good in case any alien invaders =P

Command and conquer meets independence day... Oh wait!

Subject: Re: Stealth tanks are getting closer to reality!
Posted by [R315r4z0r](#) on Sun, 07 Oct 2007 03:17:31 GMT
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AoBfrost wrote on Fri, 05 October 2007 23:44I think if we had stealth tanks we'd lose them.
Soldier 1: "Damn it! Where did we put those stealthed tanks?"

Someguy in background: "OUCH! What the hell! I just rammed my face into nothing!"
Soldier 2: "FOUND THE TANKS!"

Subject: Re: Stealth tanks are getting closer to reality!
Posted by [Muad Dib15](#) on Tue, 09 Oct 2007 00:31:27 GMT
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roflmao
