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Subject: MOBILE WEAPONS PLATFORM, Screens included

Posted by [\[REHT\]Spirit](#) on Thu, 15 May 2003 23:14:17 GMT

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Note: This topic has been edited so the first 11 replys or whatever might not read smoothly as they were posted before this edit. It's edited because the original post confused everyone and I don't want to make a new one because I don't want people claiming I'm "spamming".

Anyhow, here it is!

[http://www.theoriginalmrbob.com/~namehunter/SUR\\_Screens/MWP01.jpg](http://www.theoriginalmrbob.com/~namehunter/SUR_Screens/MWP01.jpg)

[http://www.theoriginalmrbob.com/~namehunter/SUR\\_Screens/MWP02.jpg](http://www.theoriginalmrbob.com/~namehunter/SUR_Screens/MWP02.jpg)

[http://www.theoriginalmrbob.com/~namehunter/SUR\\_Screens/MWP03.jpg](http://www.theoriginalmrbob.com/~namehunter/SUR_Screens/MWP03.jpg)

[http://www.theoriginalmrbob.com/~namehunter/SUR\\_Screens/MWP04.jpg](http://www.theoriginalmrbob.com/~namehunter/SUR_Screens/MWP04.jpg)

[http://www.theoriginalmrbob.com/~namehunter/SUR\\_Screens/MWP05.jpg](http://www.theoriginalmrbob.com/~namehunter/SUR_Screens/MWP05.jpg)

[http://www.theoriginalmrbob.com/~namehunter/SUR\\_Screens/MWP06.jpg](http://www.theoriginalmrbob.com/~namehunter/SUR_Screens/MWP06.jpg)

(thx for the help!)

It's a heavy armored vehicle, featured in SP (might lag out MP from the storys I hear).

Purpose: Mobile weapons deployment.

Weapons: Mounted automated rocket, turret, and/or minigun turrets.

Upgrades (things we're looking into): Vehicle production and/or AI control (can be controlled by players ATM).

Armor and HP: The chassis is heavy. As you can tell from the screens, the powerplants, vehicle storage, and the ramp, HP and armor are seperate from the chassis. Their armor is currently light, might be changed to medium.

This is currently the basic design. It may go through some visual changes so it looks better and to avoid some bugs (main prob right now is, if you try to turn, FPS drops like a rock).

If you are wondering: You can drive tanks onto it, and they will stay on it, like a player (you can walk all on that thing, it's like a building on tracks). Vehicles in the storage will be held by little things that you can blow up with your pistol to let the vehicle out. This is so the vehicles don't fall out when you try to move around.

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Subject: MOBILE WEAPONS PLATFORM, Screens included

Posted by [maytridy](#) on Thu, 15 May 2003 23:57:56 GMT

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I'm not really sure of what ur asking but.....

We want it!

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Subject: MOBILE WEAPONS PLATFORM, Screens included

Posted by [\[REHT\]Spirit](#) on Fri, 16 May 2003 00:09:52 GMT

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Ok, here's a summery:

You will be on GDI. It's an SP map (you can do it in MP but it may lag like heck for others...), where you are on an airbase with a neat little platform. You can drive it around. It has a bunch of turrets on it. My Q is:

What race(s)/side(s)/faction(s) do you want to blow up with it in this map?

And

What/where should the enemy be (ie, another base in the sky with AA turrets, or maybe in a small forest, or a sandy desert, etc)?

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Subject: MOBILE WEAPONS PLATFORM, Screens included

Posted by [maytridy](#) on Fri, 16 May 2003 00:19:27 GMT

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I'm confoosed.

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Subject: MOBILE WEAPONS PLATFORM, Screens included

Posted by [Ferhago](#) on Fri, 16 May 2003 00:31:38 GMT

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How the hell would there be a forest or desert in space?

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Subject: MOBILE WEAPONS PLATFORM, Screens included

Posted by [\[REHT\]Spirit](#) on Fri, 16 May 2003 00:42:07 GMT

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Erm.....sorry.....ment to say air base, lol.

\*is drunk as usual\*

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Subject: MOBILE WEAPONS PLATFORM, Screens included

Posted by [maytridy](#) on Fri, 16 May 2003 00:49:49 GMT

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lol, well, maybe when you sober up, you can explain this in some deep detailed english.

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Subject: MOBILE WEAPONS PLATFORM, Screens included  
Posted by [\[REHT\]Spirit](#) on Fri, 16 May 2003 01:27:43 GMT  
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This is perfect english! You just can't read!!

He he, just kidding.

Ok, sorry if it does sound confusing (I can understand it, but then again, I wrote the stuff and the mod so yea, of course I understand it, lol), I'm just trying to fill you guys in without giving really definite info incase it changes. Ie, I'm trying to help you guys understand what's going on so you can decide, without telling what's actually in I guess, lol.

In short, I'll whip something up so you guys see what's going on and all.

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Subject: MOBILE WEAPONS PLATFORM, Screens included  
Posted by [maytridy](#) on Fri, 16 May 2003 18:37:24 GMT  
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ok, sounds good.

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Subject: MOBILE WEAPONS PLATFORM, Screens included  
Posted by [General Havoc](#) on Fri, 16 May 2003 18:45:01 GMT  
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Hmm sounds like a good idea, I hope you can develop it. I'll read it properly when I get home. People may be a little confused on what your doing. The page at Namehunters site may explain what [REHT] are and what they aim to do.

<http://www.theoriginalmrbob.com/~namehunter/REHT.html>

\_Generam Havoc

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Subject: MOBILE WEAPONS PLATFORM, Screens included  
Posted by [\[REHT\]Spirit](#) on Fri, 16 May 2003 20:00:58 GMT  
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Oook, here's some news. There's a small delay on the screens. Main reason is because.erm.....ok, I'll try not to confuse you:

The platform has different parts to it. Mini-powerplants, a place to hold vehicles, etc. I made it so that you can blow up most of these parts separately (also keeps collision from acting weirdly). Weelll.....for some reason or another, this causes the vehicle to be somewhat glued to the ground. You can float a bit up, as it was ment to be an air unit, but the second you let go "WHAM!"

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you're stuck to the ground. Driving off a cliff is a VERY bad idea atm.....lol.

Anyhow, there'll be a small extra delay as I'll be turning this thing into a land unit. This means some model adjustments so it doesn't look completely like a giant block running around on the ground (instead, you get a giant block on wheels! Awesome!).

It'll help a lot more once you guys get screens so you can see what's going on, which is why I'm going as fast as I can.

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Subject: MOBILE WEAPONS PLATFORM, Screens included

Posted by [NeoX](#) on Sat, 17 May 2003 00:36:19 GMT

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this will be kool

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Subject: MOBILE WEAPONS PLATFORM, Screens included

Posted by [\[REHT\]Spirit](#) on Sat, 17 May 2003 15:38:47 GMT

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Screens added, see first post.

Like I said up there, this is the basic design. Still some remaking that might go through, as well as a few texture edits (ie, the ramp texture will actually fit instead of being stretched out, but I don't think you can see that in the screens atm).

The little console thing you saw in the back, you go over there to control the tank.

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Subject: MOBILE WEAPONS PLATFORM, Screens included

Posted by [Aircraftkiller](#) on Sat, 17 May 2003 20:14:42 GMT

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It looks like garbage.

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Subject: MOBILE WEAPONS PLATFORM, Screens included

Posted by [Ferhago](#) on Sat, 17 May 2003 20:17:28 GMT

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No this looks like garbage

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Subject: MOBILE WEAPONS PLATFORM, Screens included  
Posted by [\[REHT\]Spirit](#) on Sat, 17 May 2003 20:23:14 GMT  
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AircraftkillerIt looks like garbage.

Yeah, that's my main prob for the mod, models. I'm going to hope that the gameplay will make up for it (another prob, can't show gameplay through screens, only visual stuff, bleh, need interactive screens!).

In theory, however, it should be fun to drive a tank with bunch of automated turrets right into a place crawling with enemys :twisted:

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Subject: MOBILE WEAPONS PLATFORM, Screens included  
Posted by [Nightma13](#) on Sat, 17 May 2003 20:56:09 GMT  
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nice now make it flying

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Subject: MOBILE WEAPONS PLATFORM, Screens included  
Posted by [Majiin Vegeta](#) on Sat, 17 May 2003 20:56:53 GMT  
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is this that tech asault namehunter was working on?

what happneed to namehunter?

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Subject: MOBILE WEAPONS PLATFORM, Screens included  
Posted by [\[REHT\]Spirit](#) on Sat, 17 May 2003 21:08:44 GMT  
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Nightma13nice now make it flying

Tried. Acts kinda funny and stuff. I think it suits better as a tracked vehicle anyhow (if you don't count the crummy tracks, lol).

NH is in the background, hiding and keeping a low profile. Why the heck he's doing this I haven't a clue. Tech Assault was cancelled, probally one of the reasons, coming from the stories he's told me, is so he doesn't have to worry about when he's going to die because of one of his buddies.

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Subject: MOBILE WEAPONS PLATFORM, Screens included  
Posted by [OrcaPilot26](#) on Sat, 17 May 2003 23:13:02 GMT

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FerhagoNo this looks like garbage

Which one is garbage, I can't tell the difference

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Subject: MOBILE WEAPONS PLATFORM, Screens included

Posted by [Wild1](#) on Sun, 18 May 2003 17:44:57 GMT

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So, is it kinda like a hovercraft or something?

Why can't you guys just redo the LCAC found in Renegade and make Vehicles drive onto it. Kinda like A chinook for vehicles.

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Subject: MOBILE WEAPONS PLATFORM, Screens included

Posted by [\[REHT\]Spirit](#) on Sun, 18 May 2003 18:45:56 GMT

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It's a tracked vehicle. It's purpose is to secure areas. Has about 7 rocket emplacements atm, probally going to add a few more, dunno for sure.

Essintally, you drive it into an area with a lot of enemys and watch the explosions.

The LCAC thingy is more ment, if I am thinking what you're thinking, for carrying orcas (it's the trucks with the landing pad on the back right?). This is a tank with a bunch of turrets mounted to it, and hopefully soon a vehicle or 2. The MWP is ment to be fairly powerful. Vehicles, without help, can't stay on very well when moving. You have to put it somewhere where there is something mounted and behind it. Ie, put it, say, in front of or inside the storage thingy.

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