Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug
Posted by Anonymous on Fri, 06 Dec 2002 16:37:00 GMT
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Ok, I just thought this up but it might work. This is how you could do TS Carryalls:Make 2 models. One being the carryall, the other being it's little grabbers. Make a looong animation for the grabbers (by default it should loop) where they just sit there for a while and then move in an opening motion and then close. Set the collosion properties to Phsyical (and maybe projectile). Now, using the stuff from this chinook script, you can attach the grabbers to the carryall. So, when the carryall spawns, it will have grabbers that will open sometimes. You might want to keep the speed of the carryall fairly slow, as it will act like an elevator. The grabbers should cause the vehicle it is carrying to move up. The grabbers will also move through the ground when the close due to how animating works so you can still pick vehicles up. The main disadvantage is having to land or fly low sometimes to prevent losing the vehicle.