

---

Subject: Re: I have a few questions... (A lot of cool and/or weird ideas)

Posted by [sharra](#) on Fri, 02 Mar 2007 06:48:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Slave wrote on Thu, 01 March 2007 15:50 It looks pretty, but once you know how it's done you will realize how dirty it is.

Howto:

- By accident i once modeled oversized ammo with physical collision enabled.
- In leveledit i made this ammo move at 25 meters/sec.
- In game i went lmao at the size of the ammo.
- A few moments later i noticed wheels of the harvester could actually drive onto the ammo when the ammo moved slow enough.
- I went back to gmax, created a few invisible+collidable planes above each other.
- Used this as ammo and "yay", i could lift the harvester with it.
- Spiced it up with some random emitter.
- Pie

And nope, you cant really drag the vehicle in the direction you want. You could tweak the ammo model a bit to fake some effects though. ya mam rush you hold mam in air while your hole team is blowing it to bits

---