R315r4z0r wrote on Fri, 22 February 2008 22:46I think making a functioning moving and unpacking MCV is quite possible.

However you would have to make it work like the Juggernaut or TicTank.. and it wouldn't actually be a structure.. it would be like a turret... a vehicle.. at all times.

Simply a vehicle that when deployed opens up into an MCV. The only problem I see is with it being able to fit. Maybe it would only be able to open in certain script zones?

It would be really cool to have working MCVs. It would introduce a whole new game mode. Sort of like escorting the MCV in Sole Survivor, but instead the driver of the MCV is human and they get to chose where to build it.

Also going on the idea of script zones, I bet it is also possible to make other structures build around it (already pre-animated) depending on where the MCV was deployed (in what Script zone).

For example, if the MCV was deployed in Zone A, then a power plant will pop up at a fixed location in 30 seconds. Followed by a barracks/Hand of Nod at 60 seconds.

Great minds think alike.

~Zack