
Subject: Projectiles that "push"

Posted by [htmlgod](#) on Fri, 23 Jan 2004 00:09:42 GMT

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I had a level edit question that I myself have not yet been able to resolve:

I recently heard of a tank in Tiberium Evolution x 12 that had the capability to push vehicles and infantry by firing at them. I tried the mod out for myself, to see if this could be true, and indeed it was. The Microwave tank, when shooting at an enemy, causes that enemy to be pushed in the direction that it is firing. As you may or may not know, I am the leader of Renegade: A New Hope ,<http://swmod.tk>, AKA The Starwars Mod for renegade. I would like to, for jedi of my mod, replicate a similar effect, allowing the jedi to "use the force" and push/pull enemy infantry and vehicles.

So I downloaded Tiberium Evolution, played with the tank for a bit, and then took a look at their objects.ddb settings for the vehicle, the weapon, and the ammo. After about an hour of looking around, I did not find anything particularly out-of-the-ordinary that could be allowing this phenomenon. There were no attached scripts to the vehicle, weapon, or ammo, and no dependencies either. All the presets for these things seemed normal. I want to replicate this effect. Does anyone know how they did it?

http://nova.deadlyfear.com/newhope/tibevo_evidence1.jpg There's a picture of the tank in action, just so you know what I'm talking about.
