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Subject: Aircraft Carrier / Question

Posted by [Anonymous](#) on Sat, 27 Apr 2002 20:02:00 GMT

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I made an aircraft carrier(real simple)But one thing i need to know if anyone has found out if you can put water in the maps yet, and how i can make it so the AC only goes on water.

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Subject: Aircraft Carrier / Question

Posted by [Anonymous](#) on Sat, 27 Apr 2002 20:11:00 GMT

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water is pretty easy... its just a passable box thats transparent with a water texture... its getting stuff to move in water thats hard... heres what i did...in the water i created alot of tiberium zones... cause i assume mutants dont need to breath... anyways... i made all my water vehicles unable to be affected by tiberium... so i made a invisible plate alittle below the water level... thats where the ships slide across... their physics are wheeledvehicle... and below the invisible plate is a tiberium part that subs and stuff can use... the subs physics are flying... well they can only be under water so in the room i have the subs spawn theirs a plate under them and a plate above them(so they dont fly off)... and they can fly through the water and look like subs and stuff... and if infantry get in the water then theyll slowly be hurt by the water... or in other words... tiberium!...what do ya think?...

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Subject: Aircraft Carrier / Question

Posted by [Anonymous](#) on Sat, 27 Apr 2002 20:14:00 GMT

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thats sweet.. you gonna be done anytime soon?

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Posted by [Anonymous](#) on Sat, 27 Apr 2002 21:38:00 GMT

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So I guess when the ship goes down Infantry should get out fo the water fast but what happens if a Mutant is in water will they get healed and not hurt

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Posted by [Anonymous](#) on Sat, 27 Apr 2002 21:46:00 GMT

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oh i forgot that mutants got healed by tiberium... you can make the zone be anything... just make sure the water vehicles are immune to it...

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