
Subject: Cargo Plane

Posted by [m1a1_abrams](#) on Thu, 01 Jul 2004 22:35:07 GMT

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Can the landing and take off altitude of the Nod Cargo Plane be altered so that it doesn't fly through a solid rock face on several maps?

Subject: Cargo Plane

Posted by [sum41freaky](#) on Fri, 02 Jul 2004 01:46:49 GMT

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lol i hope it will crash against the rock exept from flying trough a wall when it dropped the tank off we dont need it anymore and just let another plaine come :twisted:

Subject: Cargo Plane

Posted by [flyingfox](#) on Fri, 02 Jul 2004 02:32:59 GMT

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sum41freakywhen it dropped the tank off we dont need it anymore and just let another plaine come :twisted:

What if the person driving it is your only son?

Subject: Cargo Plane

Posted by [gibberish](#) on Fri, 02 Jul 2004 06:32:46 GMT

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Yea its a little comical that the plane can fly through solid rock however if you happen to get in front of it in your Apache, it takes you out.

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Posted by [drunkill](#) on Fri, 02 Jul 2004 11:35:27 GMT

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agreed ^^

and if you really wanna make renegade more true to TD, change the model to the Soviet Antinov plane, because thats what Nod used in TD. but seeming renegade is not TD... oh well

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Posted by [sum41freaky](#) on Fri, 02 Jul 2004 13:21:37 GMT

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flyingfoxsum41freakywhen it dropped the tank off we dont need it anymore and just let another plaine come :twisted:

What if the person driving it is your only son?

i dont let my son fly and btw i`m 16 i dont have a son and when i have 1 then i wont let it fly in a game

Subject: Cargo Plane

Posted by [SuperFlyingEngi](#) on Fri, 02 Jul 2004 13:30:45 GMT

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You're also not going to refer to your son as "it", are you?

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Posted by [gibberish](#) on Fri, 02 Jul 2004 19:11:50 GMT

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It will be an interesting day when someone who posts in these forums has a son who is onboard a plane in a computer game.
