Subject: Reborn: Carryall Vehicle Delivery Option?
Posted by Anonymous on Sat, 02 Nov 2002 20:30:00 GMT
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I'm still trying to think of a use for the Orca Carryall Unit. Noone seems to know how to make a Vehicle carry another Vehicle but what about using the C-130 Airdrop Scripts in a similar manor to have the Carryall deliver Units to GDI? Since the C-130 carries it's cargo within, you'd never be able to tell wether it was or wasn't carrying anything. So how about creating a Cargo Container underneath the Carryall that disappears after the drop-point has been reached to reveil the purchased vehicle? I think I'm on to something here... Thoughts?

Subject: Reborn: Carryall Vehicle Delivery Option?
Posted by Anonymous on Sat, 02 Nov 2002 21:10:00 GMT
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i dunno if that would work. i would think it maybe possible to have some sort of "mobile warfactory type thing, where it is a carryall with a carcreator on its belly. I think a carryall is impractical.

Subject: Reborn: Carryall Vehicle Delivery Option?
Posted by Anonymous on Sat, 02 Nov 2002 21:13:00 GMT
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Sounds good. But, i don't know if this wouldhave such a great impact for multiplay. Still, it would be pretty cool for a single player mission.

Subject: Reborn: Carryall Vehicle Delivery Option?
Posted by Anonymous on Sat, 02 Nov 2002 22:39:00 GMT
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If I remember correctly, a Carryall unit is a vehicle that carries another vehicle, right?It that is true, I remember one of the single player missions where Nod dropped off a stealth tank at the beginning. It was the mission where you had to plant an Ion Cannon Beacon at the Nod Temple.Don't know if this would help, but I remembered it. So, here you go.

Subject: Reborn: Carryall Vehicle Delivery Option?
Posted by Anonymous on Sun, 03 Nov 2002 01:08:00 GMT
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quote:Originally posted by MegaPixel: Since the C-130 carries it's cargo within, you'd never be able to tell wether it was or wasn't carrying anything. ...Thoughts?its empty until upon the point where the vehicle has to come out. u can take the word of a directX programmer   edit: it's vehicle, not vihicle   [November 03, 2002, 01:09: Message edited by: xBlackopp]

Subject: Reborn: Carryall Vehicle Delivery Option?
Posted by Anonymous on Mon, 04 Nov 2002 06:48:00 GMT
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I have no idea about scripts, but isn't it possible to just buy a vehicle which has the script that when destroyed spawns another vehicle?

Subject: Reborn: Carryall Vehicle Delivery Option?
Posted by Anonymous on Mon, 04 Nov 2002 08:10:00 GMT
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well, yeah, you could do ^^, but would kinda be wierd...

Subject: Reborn: Carryall Vehicle Delivery Option?
Posted by Anonymous on Mon, 04 Nov 2002 09:21:00 GMT
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if ya go to a skirmish the vehicle is in the back of the c130, but sometimes its invisable, you move the mouse to the back of it in the right place and u see the name of the vehicle in the back while the plane is there.

Subject: Reborn: Carryall Vehicle Delivery Option?
Posted by Anonymous on Mon, 04 Nov 2002 09:33:00 GMT
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If the C-130 actually lands with a Vehicle inside of it, then the Carryall concept should be able to work exactly the same way. If the C-130 does Not preload the Vehicle as it lands, then We'd have to make the Carryall carry a Cargo Container to make it look like its actually carrying something, and the the Vehciles would appear on the Ramp when the Waypoint has been reached. Are we on the same page now? Again, this post was not to tell the Modders what to do, I'm merly trying to think of a way to incorparte the Carryall Unit into the Tiberium Sun:Reborn Mod to give it a more complete environmental feel.

Subject: Reborn: Carryall Vehicle Delivery Option?
Posted by Anonymous on Mon, 04 Nov 2002 14:07:00 GMT
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would it be possable to make a vehicle that could carry people out side of it, so you could have extra firepower and carry your whole team to the other teams base!the down side to that (if you could make it) is that nothing would protect you from the base defences...

Subject: Reborn: Carryall Vehicle Delivery Option?
Posted by Anonymous on Mon, 04 Nov 2002 14:25:00 GMT
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They are workign on it and it is possible. For the C-130, what they do is they do not create it until it flys over the red pad. You can easily change it to be like with the chinook in SP when it drops vehicles so you can see it. There are many many ways you can do the carryall.

Subject: Reborn: Carryall Vehicle Delivery Option?
Posted by Anonymous on Wed, 06 Nov 2002 04:55:00 GMT
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it could probably be done the same way the orca transports can carry tanks in single player, i think that even in level 1 GDI drops a med tank off from the bottom of a transport helicopter

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Subject: Reborn: Carryall Vehicle Delivery Option?
Posted by Anonymous on Wed, 06 Nov 2002 05:18:00 GMT
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We still seem unsure however that a Vehicle can carry another Vehicle with a Client inside right? Sure would be nice if someone could try it to confirm that point. Ok, so how about making the Carryall lift "Non-Client" controlled vehicles like the Harvester! Remember how much quicker and efficient your money supply was in Tiberium Sun when you assigned a Carryall to your Harvesters? It got to and from the Battlefield quicker, and spent less time getting hammered by the Enemy. Surely something like that could be scripted to work.

Subject: Reborn: Carryall Vehicle Delivery Option?
Posted by Anonymous on Wed, 06 Nov 2002 19:41:00 GMT
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i never got to how to make it get assigned to a unit in TS how do you make it automaticly take the harvester to the tib and back over and over again? how do you assign it to the harvester?