
Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug

Posted by [Anonymous](#) on Fri, 06 Dec 2002 07:38:00 GMT

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Ok, thank ApacheRSG for getting me to think on this! Using text scripts, you can create a vehicle (I've tested it with Chinook) and attach another vehicle to it, like in SP. The vehicle can be whatever. Using this, you can attach say, a mammoth or a ceiling gun to a chinook. ThusA. Increasing passenger space by whatever the turret can holdB. Letting the chinook shoot in any direction instead of just straight forward (Chinook shoots just straight forward if you give it a normal gun) Now, let's say you want to use a carryall. The only way I've found currently is to set the frame that that vehicle is deattached is to a fairly high number (so there's time). I do not see how to attach a vehicle already made but you can create a new vehicle and attach it. With the scripts Wilson is planning to get out, you can make it so you can buy the chinook with the turret attached! If you want to see this for yourself, copy and paste the stuff inside the code box and place it in a text file called cnc_c130drop.txt in your data folder.;

```
Available Cinematic Script
Commands;;
time/frame Create_Object, id (slot), preset_name, x, y, z, facing, animation; id can
be -1 to mean do not store this object, and do not destroy; 0 Create_Object, 0, .44 Magnum, 0, 0,
0, 180, "Human.jump";;
time/frame Destroy_Object, id (slot); 0 Destroy_Object, 0;;
time/frame Play_Animation, id (slot), animation_name, looping, sub_obj_name; 0 Play_Animation,
0, "Human.Jump", false;;
time/frame Control_Camera, id ( slot ); use id -1 for disabling control;;
note this will also disable star control and disbale the hud; 0
Control_Camera, 0;;
***** CHEAT SHEET *****
*****;
Start frame create_object slot
number model x,y,z,facing animation name( model*hierarchy*.anim );
Start frame Play_Animation
slot number anim name ( model*hierarchy*.anim ) looping Sub Object;
Start
frame Play_Audio wave filename slot number bone name; * no slot # / bone name = 2D
Audio; 0= NO LOOP ( kills object when finshed ) 1= LOOP;
***** CNC MODE:
NOD AIRSTRIP DROPOFF *****
***** Fly the
C130-1 Create_Object, 1, "V_NOD_cargop_sm" -1 Play_Animation, 1,
"V_NOD_cargop_sm.M_cargo-drop_sm", 0-1 Play_Audio, "C130_IDLE_02", 1,
"Cargo"-360 Destroy_Object, 1 ; ***** Attach the
object-1 Attach_To_Bone, 3, 1, "Cargo"; ***** Drop the object
off...-180 Attach_To_Bone, 3, -1, "Cargo"; ***** Transport Helicopter Hummvee
Drop ***** Trajectory Transport-1 Create_Object, 18,
"XG_TransprtBone", 0, 0, 0, 0-1 Play_Animation, 18, "XG_TransprtBone.XG_HD_TTraj", 1;
***** Transport-1 Create_Real_Object, 10, "Nod_Transport_Helicopter", 1,
"BN_Trajectory"-1 Set_Primary, 10-1 Attach_to_Bone, 10, 18,
"BN_Trajectory"-1 Play_Animation, 10, "v_GDI_trnspt.XG_HD_Transport", 1-5000000
destroy_object, 10; ***** Trajectory Nod_Light_Tank-1 Create_Object, 11,
"XG_HD_HTraj", 0, 0, 0, 0-1 Play_Animation, 11, "XG_HD_HTraj.XG_HD_HTraj", 1;
***** Nod_Light_Tank-1 Create_Real_Object, 12, "CnC_GDI_Orca", 11,
"BN_Trajectory" -1 Attach_to_Bone, 12, 11, "BN_Trajectory"; *****
Harness-1 Create_Object, 14, "XG_HD_Harness", 0, 0, 0, 0-1 Play_Animation, 14,
"XG_HD_Harness.XG_HD_Harness", 0; ***** Primary Destroyed50000000
Destroy_Object, 1850000000 Destroy_Object, 1050000000 Destroy_Object, 1150000000
Destroy_Object, 1250000000 Destroy_Object, 14Enjoy! Credit goes to WS, the people finding and
learning the text script editing, and ApacheRSG for making me think about this! BTW: This script is
server-side, in other words, if you leave it in your data folder and host an MP game, people do not
```

need the script to join your server (and the orca and transport will still come when Nod buys a vehicle) [December 07, 2002, 17:03: Message edited by: NameHunter]

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug
Posted by [Anonymous](#) on Fri, 06 Dec 2002 07:42:00 GMT

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Gotta see this Btw, NameHunter, copy & paste the info again, it looks like we can't copy and paste from a code, it doesn't paste right.

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug
Posted by [Anonymous](#) on Fri, 06 Dec 2002 07:44:00 GMT

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Fixed!.....I think....

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug
Posted by [Anonymous](#) on Fri, 06 Dec 2002 07:53:00 GMT

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quote:Originally posted by NameHunter:Fixed!.....I think....Really interesting theory..... how did you guys knew this would possibly work?

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug
Posted by [Anonymous](#) on Fri, 06 Dec 2002 08:00:00 GMT

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think....Really interesting theory..... how did you guys knew this would possibly work? Well, I focus more on text scripts. I'm trying to stress the power they have. While they look so basic (and sometimes can't do much or are a little messy), they can do EXTREMELY powerful things that nothing else (without C++ coding) could do. You can do effects, you can even add customization to your mod with these!As for figuring out attachment, well....it was one of those things I knew about all along but didn't know I knew about it.....just one of those things that it takes a memeber of the community to hit you in the head with it.....Actually I had first been wondering when another person wanted to attach a turret to an extras vehicle. It wasn't working and I didn't relise that it was actually those bones (or whichever part, I think it's the bones? lol! I forgot..) that the turret needed to be attached to.Anyway, it was basicly just a sheer ***** of luck that I ran into figuring this out I guess.

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug

Posted by [Anonymous](#) on Fri, 06 Dec 2002 08:07:00 GMT

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good work now... fix the credit deduction script

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug

Posted by [Anonymous](#) on Fri, 06 Dec 2002 08:10:00 GMT

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quote:Originally posted by Dante:good work now... fix the credit deduction script ???Is that the one in the Scripts.dll Wilson is making???

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug

Posted by [Anonymous](#) on Fri, 06 Dec 2002 09:32:00 GMT

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quote:Originally posted by NameHunter: quote:Originally posted by Dante:good work now... fix the credit deduction script ???Is that the one in the Scripts.dll Wilson is making???lol

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug

Posted by [Anonymous](#) on Fri, 06 Dec 2002 14:15:00 GMT

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Good job NameHunter! I thought of something similar, but instead of attaching bones to the object upon creation...I was just going to put the bones on the air unit. Which is basically the same thing! I'm so glad someone finally got it to work!

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug

Posted by [Anonymous](#) on Fri, 06 Dec 2002 15:40:00 GMT

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Oh! I get what you are going at, have something attached to the helicopter, then you get into it's cargo and it drives you around so you can shoot at stuff along the way! VERY cool!

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug

Posted by [Anonymous](#) on Fri, 06 Dec 2002 16:37:00 GMT

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Ok, I just thought this up but it might work. This is how you could do TS Carryalls:Make 2 models. One being the carryall, the other being it's little grabbers. Make a loong animation for the

grabbers (by default it should loop) where they just sit there for a while and then move in an opening motion and then close. Set the collision properties to Physical (and maybe projectile). Now, using the stuff from this chinook script, you can attach the grabbers to the carryall. So, when the carryall spawns, it will have grabbers that will open sometimes. You might want to keep the speed of the carryall fairly slow, as it will act like an elevator. The grabbers should cause the vehicle it is carrying to move up. The grabbers will also move through the ground when the close due to how animating works so you can still pick vehicles up. The main disadvantage is having to land or fly low sometimes to prevent losing the vehicle.

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug
Posted by [Anonymous](#) on Fri, 06 Dec 2002 18:09:00 GMT

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[QUOTE]Originally posted by NameHunter:[qb]Fixed!Actually I had first been wondering when another person wanted to attach a turret to an extras vehicle. It wasn't working and I didn't realise that it was actually those bones (or whichever part, I think it's the bones? lol! I forgot..) that the turret needed to be attached to.You can just say my name hunter. Its not liek they don't know me.

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug
Posted by [Anonymous](#) on Fri, 06 Dec 2002 20:45:00 GMT

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quote:Originally posted by NameHunter:Ok, I just thought this up but it might work. This is how you could do TS Carryalls:Make 2 models. One being the carryall, the other being it's little grabbers. Make a loong animation for the grabbers (by default it should loop) where they just sit there for a while and then move in an opening motion and then close. Set the collision properties to Physical (and maybe projectile). Now, using the stuff from this chinook script, you can attach the grabbers to the carryall. So, when the carryall spawns, it will have grabbers that will open sometimes. You might want to keep the speed of the carryall fairly slow, as it will act like an elevator. The grabbers should cause the vehicle it is carrying to move up. The grabbers will also move through the ground when the close due to how animating works so you can still pick vehicles up. The main disadvantage is having to land or fly low sometimes to prevent losing the vehicle.Hmm... sounds quite possible

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug
Posted by [Anonymous](#) on Fri, 06 Dec 2002 20:50:00 GMT

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quote:Originally posted by NameHunter:Ok, I just thought this up but it might work. This is how you could do TS Carryalls:Make 2 models. One being the carryall, the other being it's little grabbers. Make a loong animation for the grabbers (by default it should loop) where they just sit there for a while and then move in an opening motion and then close. Set the collision properties to Physical (and maybe projectile). Now, using the stuff from this chinook script, you can attach

the grabbers to the carryall. So, when the carryall spawns, it will have grabbers that will open sometimes. You might want to keep the speed of the carryall fairly slow, as it will act like an elevator. The grabbers should cause the vehicle it is carrying to move up. The grabbers will also move through the ground when the close due to how animating works so you can still pick vehicles up. The main disadvantage is having to land or fly low sometimes to prevent losing the vehicle. That might just be crazy enough to work! Try it out, and keep us posted on what happens. It would be great to have a Carryall in Renegade, but what if some people start putting tanks on top of buildings? A wise idea? But this still sounds interesting.

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug
Posted by [Anonymous](#) on Sat, 07 Dec 2002 05:54:00 GMT

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You can put vehicle blockers on top of the buildings. I gave the link to this topic to reborn so if their interested they can try, as..well.....I can't model worth scrap! lol.

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug
Posted by [Anonymous](#) on Sat, 07 Dec 2002 07:23:00 GMT

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will the tank be able to detach?... that would be awesome!!!!

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug
Posted by [Anonymous](#) on Sat, 07 Dec 2002 07:53:00 GMT

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In the carryall? It should, that's why there's an opening/closing animation.

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug
Posted by [Anonymous](#) on Sat, 07 Dec 2002 17:02:00 GMT

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Ok, this idea is still in works:Possible way of making it so you can buy weapons, make a vehicle (such as the harvester) and attach Test_Cinematic script. That script will point to a text file which will make the animation and stuff for making the gun (or prefably, gun package, like Shotgun and Chaingun or Laser Minigun and Laser Rifle, or Rocket Launcher, Grenade Launcher, and Personal Ion Cannon, etc) which is played as soon as the unit is made. The 1 problem is it spawns in the WF. So if someone else buys a vehicle right after you buy your weapon you could die. However, custom scripts could fix that (they made a helipad, I dont think there's a reason it wouldn't work for this...) so, pretty much cleared!Edit: Another prob - destroying the vehicle but with a delay thus giving time for the cinematic. Again this could be used with the new custom scripts.dll... [December 07, 2002, 17:03: Message edited by: NameHunter]

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug
Posted by [Anonymous](#) on Sat, 07 Dec 2002 17:49:00 GMT
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Wouldnt there be problems with the world box?

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug
Posted by [Anonymous](#) on Sat, 07 Dec 2002 18:01:00 GMT
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How so?? I've done it and nothings wrong (that was without the custom scripts so the vehicle didn't blow up).

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug
Posted by [Anonymous](#) on Sat, 07 Dec 2002 19:40:00 GMT
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NameHunter, do you have MSN? If so I think I can help you out

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug
Posted by [Anonymous](#) on Sat, 07 Dec 2002 21:13:00 GMT
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i have an idea that may workit would require a lot less work but with 2 setbacks setback1.no animation(well you could but its not gonna do anything)2.someone has to drive the tank (may prove better... might inspire teamwork... a rare occurence)3. the carryall wont be able to land on the vehicle and pick it upwhen making a model of your carryall stick a mesh with the vehicle collision property enabled a little bit under the vehicle (not in worldbox me thinks(not sure if it will interfere)) and far enough down for a vehicle to fit inbetween. then when you land the craft drive the vehicle you want to transport underneath the carryall and then lift off with the carryall the mesh will carry the vehicle with the carryall (you could put little bars with no collision options decenting from the carryall so that they 2 vehicles look connected). but make sure that there is no pitch or roll when turning or starting/stoping or your cargo will have a nice fall. but this is just an ideaso dont flame me if it dont workcontact me and tell me how it worked out cuz im curious myself my msn instant messeneger id is redoctober0002@hotmail.combut still you other people have great ideas

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug
Posted by [Anonymous](#) on Sun, 08 Dec 2002 07:42:00 GMT
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quote:Originally posted by ApacheRSG:NameHunter, do you have MSN? If so I think I can help

you out At the moment I only have/use mlRCaronjames - Actually that could work quite well!
Need something around the sides to keep it from falling out when moving, but it probably could work!

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug
Posted by [Anonymous](#) on Sun, 08 Dec 2002 07:58:00 GMT

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Ooooooh, how i want to see a Dune mod with carryalls ferrying harvesters, and damaged vehicles automatically being picked up and placed on the repair pad! One step closer! Would anyone be interested in making a Dune mod?

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug
Posted by [Anonymous](#) on Sun, 08 Dec 2002 08:32:00 GMT

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quote:Originally posted by aronjames:i have an idea that may work it would require a lot less work but with 2 setbacks setback1.no animation(well you could but its not gonna do anything)2.someone has to drive the tank (may prove better... might inspire teamwork... a rare occurrence)3. the carryall wont be able to land on the vehicle and pick it up when making a model of your carryall stick a mesh with the vehicle collision property enabled a little bit under the vehicle (not in worldbox me thinks(not sure if it will interfere)) and far enough down for a vehicle to fit in between. then when you land the craft drive the vehicle you want to transport underneath the carryall and then lift off with the carryall the mesh will carry the vehicle with the carryall (you could put little bars with no collision options decenting from the carryall so that they 2 vehicles look connected). but make sure that there is no pitch or roll when turning or starting/stopping or your cargo will have a nice fall. but this is just an idea so dont flame me if it dont work contact me and tell me how it worked out cuz im curious myself my msn instant messenger id is redoctober0002@hotmail.com but still you other people have great ideas im going to try that... if it works ill put the model up for download for people to play with

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug
Posted by [Anonymous](#) on Sun, 08 Dec 2002 13:09:00 GMT

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Mine too...

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug
Posted by [Anonymous](#) on Sun, 08 Dec 2002 13:12:00 GMT

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Force it to load in the back... and can do fast drop offs or use it in the text cinematic to just bring

in a tank now and then

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug

Posted by [Anonymous](#) on Sun, 08 Dec 2002 17:49:00 GMT

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well my idea could have little sides to prevent the vehicle from falling out but then the mesh will have to be lowered accordingly so the vehicle can get in and the vehicle would be seen lower and if someone is in the vehicle being transported and there is no pitch or roll in the model and it is slow the vehicle wouldnt fall out anywayeven then this would make for an interesting play mode...imagine you lose a tank on the battlefield ask someone to buy you one and have it ferried to you within moments that will make sieges last longer of course the vehicle is still vulnerable to attacks while being ferried (you could enable the projectile collision property on the vehicle carrying mesh so that the bullets dont hit the vehicle from below but it would also make the carryall invulnerable to attacks from belowyeah and if u guys model the carryall please send me a copy

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug

Posted by [Anonymous](#) on Sun, 08 Dec 2002 18:13:00 GMT

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quote:Originally posted by DeafWasp:Also, it still isnt possible until someone actually gets it working in game.Did you not copy and paste the code I gave you?It does work in-game.....

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug

Posted by [Anonymous](#) on Sun, 08 Dec 2002 18:17:00 GMT

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I dont really do that stuff, I just make maps (so far).I got to get some maps out soon! lol, im having troubles, but Dante is gunna help me figure out whats wrong so thats all good.Hey if it works in game thats awesome. but what is it exactly? you buy a chopper from the warfactory and then buy a turret and it attaches to the side?

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug

Posted by [Anonymous](#) on Sun, 08 Dec 2002 18:24:00 GMT

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quote:Originally posted by DeafWasp:I dont really do that stuff, I just make maps (so far).I got to get some maps out soon! lol, im having troubles, but Dante is gunna help me figure out whats wrong so thats all good.Hey if it works in game thats awesome. but what is it exactly? you buy a chopper from the warfactory and then buy a turret and it attaches to the side?Ok, the code I gave in the first post does this:Everytime Nod buys a vehicle, a Chinook comes and circles around and

lands (it has an orca attached to it) and then flies off. Then repeats (it's a looping animation). So far canyon is the only one I've found where you can actually get into the orca, but basically, you can not fly around when you're in the orca, only shoot, because you're attached to the chinook.

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug
Posted by [Anonymous](#) on Sun, 08 Dec 2002 18:29:00 GMT

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hmmmm.....Doesent seem like its to the "carryall" level yet.

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug
Posted by [Anonymous](#) on Sun, 08 Dec 2002 18:52:00 GMT

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i used a chinook model, and i added the platforms (2) to the sides (if you put it on the bottom how would the pilot get in) i have blockers so that it doesn't go off the front or sides and i left the back, blocker free... well anyways the only problem i have so far is exporting , im going to keep trying though, i might need to start on a new model causei think i messed this one up.....

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug
Posted by [Anonymous](#) on Mon, 09 Dec 2002 00:50:00 GMT

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hmm... my lvl edit keeps crashing

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug
Posted by [Anonymous](#) on Mon, 09 Dec 2002 15:46:00 GMT

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u got my idea wrong the vehicle mesh is not really part of the vehicle. it is just there so that it can lift other vehicles. the carryall should drop to the ground when empty so that you can get in. it shouldnt normally hover that high, it should be at the ground like a normal empty vehicle. besides it really should be only a 1 seater to cut down on these sort of problems and because what is the second person gonna do? shoot an imaginary gun? the ts carryall had no weapon.

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug
Posted by [Anonymous](#) on Mon, 09 Dec 2002 15:52:00 GMT

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forgot to say something...the vehicle lifting mesh only has the vehicle collision property enabled so

it should be able to go through the terrain, buildings and infantry units it will only collide with vehicles so you can use the chinook and using my idea you can go all the way until the chinook touches the ground and the mesh wont stop you

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug
Posted by [Anonymous](#) on Mon, 09 Dec 2002 16:23:00 GMT

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thanks... i found my problem... i deleted most of the bones which messed things up... im going to try that, but wouldn't it look cheap? o well...

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug
Posted by [Anonymous](#) on Mon, 09 Dec 2002 16:24:00 GMT

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Make it a plane that's hidden. That way you can land on vehicles but the down fall down.

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug
Posted by [Anonymous](#) on Mon, 09 Dec 2002 16:30:00 GMT

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lol

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug
Posted by [Anonymous](#) on Tue, 10 Dec 2002 23:04:00 GMT

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well it should be obvoius that the mesh should be hidden and either way you cant land ontop of a vehicle due to the colision properties

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug
Posted by [Anonymous](#) on Wed, 11 Dec 2002 01:13:00 GMT

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Nice idea you guys are developing. Carryalls would be fun. I'm not into modding Renegade, and haven't had the time to look at the scripts. But is it possible that you use the fire-button to open & close the gabber?

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug

Posted by [Anonymous](#) on Wed, 11 Dec 2002 16:19:00 GMT

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i got my carryall into game... BUT the mesh i put under it isn't there (i think invisible) and i couldn't get it 2 pick things up i think i made a mistake

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug

Posted by [Anonymous](#) on Thu, 12 Dec 2002 02:27:00 GMT

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Are you guys considering that if the vehicle is going to be supported in some sort of invisible 'cradle' below the carryall, this will be a major lag problem in online games? The transported vehicle will effectively be nudged to turn to the same direction as the carryall. This will also be the same when flying higher and lower in the carryall. Just picture how much a transport heli currently lags when packed full with five 56k'ers. I can imagine this causing similar problems. To see for yourself, play with walls_flying and park a chinook beside either wall and drive a humvee/buggy onto the roof of the chinook. Then pilot the chinook and take off and fly around. If you try this in a 16 player game you can sometimes experience major, major lag. Also, do you think you're going to have more than one sort of carryall? One for heavy vehicles, one for light? You may need this because if you're planning to block the sides off with the cradle they will need different dimensions (just think of the size of a humvee and a mammoth tank). A humvee in a carryall made wide enough for a mammoth would slide and move all around and not stay in relative position to the carryall. Just my thoughts on this inventive project...

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug

Posted by [Anonymous](#) on Thu, 12 Dec 2002 09:20:00 GMT

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Dang, you've got a good point there.

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug

Posted by [Anonymous](#) on Thu, 12 Dec 2002 19:30:00 GMT

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Nice points, but I don't think they should stop trying because of lag. They can always find ways to improve.

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug

Posted by [Anonymous](#) on Thu, 12 Dec 2002 19:32:00 GMT

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quote:Originally posted by aronjames:u got my idea wrong the vehicle mesh is not really part of the vehicle. it is just there so that it can lift other vehicles. the carryall should drop to the ground when empty so that you can get in. it shouldnt normally hover that high, it should be at the ground like a normal empty vehicle. besides it really should be only a 1 seater to cut down on these sort of problems and because what is the second person gonna do? shoot an imaginary gun? the ts carryall had no weapon.Cover! The extra guy can be extra cover. That way you have a tank, and extra fire power! Either that, or the driver of the tank may feel safer in the transport than the tank

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug
Posted by [Anonymous](#) on Thu, 12 Dec 2002 20:58:00 GMT

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theres a problem with that...the turrets only depress so far so unless you are pretty close to the ground that tank is nothing more than an expensive decoration. and solution for that lag problem...get t1 its cheap right now u can get it for as little as \$55 a month-or-get a good server t1+and set max players 10 or less then you can have a few 56kers and not have too much lagand my idea shouldnt cause lag but the game might crash if someone tries to transport another flying unit or the flying unit might blow up

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug
Posted by [Anonymous](#) on Sat, 11 Jan 2003 21:01:00 GMT

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Any luck with ur carryalls ?

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug
Posted by [Anonymous](#) on Sat, 11 Jan 2003 21:28:00 GMT

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this is messed i killed the trans and orca kept moving and noticed trans wasnt on it was the orca moving the trans not the other way around so... does it REALLY WORK

Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug
Posted by [Anonymous](#) on Sun, 12 Jan 2003 07:40:00 GMT

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quote:Originally posted by mr1pants:this is messed i killed the trans and orca kept moving and noticed trans wasnt on it was the orca moving the trans not the other way around so... does it REALLY WORK That is strange, normally it's the other way around for me.BTW: I have tested attaching turrets to tanks in MP and have had a server host it. It can generate some/good deal of lag so these ideas are probally best to be left in SP missions. That'll spice 'em up at least.
