Subject: Vehicle-Carrying Transport Helicopters
Posted by Dr. Lithius on Thu, 02 Feb 2006 19:18:53 GMT
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Here's my question. While perfectly possible if computer-controlled, is there some way to hook an empty Transport Helicopter on to an empty vehicle(Recon Bike, Humm-Vee, Mammoth Tank, etc.) so you can plunk it somewhere else on any given map? I would think with all the scripting that goes on, someone would'a found a way to do this, either in a map, or in a custom script file. Just imagine the look of surprise and horror on Nod's faces when they find an MRLS camping out atop the mesa in Walls! Kekekee!(...yeah, that's about the only applicable situation I can think of right offhand.)

Subject: Re: Vehicle-Carrying Transport Helicopters
Posted by JRPereira on Thu, 02 Feb 2006 20:34:28 GMT
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I think there's a carryall script that does something like that.

See this post, as it asks a similar question.

You could probably set up a script zone that triggers a drop cinematic whenever somebody gets on top of the mesa in walls.

Subject: Re: Vehicle-Carrying Transport Helicopters
Posted by Cat998 on Thu, 02 Feb 2006 21:02:43 GMT
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Dr. Lithius wrote on Thu, 02 February 2006 20:18Here's my question. While perfectly possible if computer-controlled, is there some way to hook an empty Transport Helicopter on to an empty vehicle(Recon Bike, Humm-Vee, Mammoth Tank, etc.) so you can plunk it somewhere else on any given map? I would think with all the scripting that goes on, someone would'a found a way to do this, either in a map, or in a custom script file. Just imagine the look of surprise and horror on Nod's faces when they find an MRLS camping out atop the mesa in Walls! Kekekee!(...yeah, that's about the only applicable situation I can think of right offhand.)

Its a very nice idea, I will try to do that

Subject: Re: Vehicle-Carrying Transport Helicopters
Posted by rm5248 on Thu, 02 Feb 2006 21:08:31 GMT
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Well, you could just turn the hovercraft into a helicoptor so that you can drive things onto it. That's basically what you have to do to get vehicles up there on Mesa.