
Subject: Make the transport Helicopters more efficient?

Posted by [Ryu](#) on Thu, 24 Jul 2008 08:30:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

EDIT: I'm so tired I lack basic reading skills I post in the wrong forum.. GO ME!

Moderator please move to the TT Forum please?

So.. Of course.. Transport Helicopters are great when you fill 'em up, get past the AGT/Oblisk and kill the refinery / PP on Flying, but um.. that's about it.

Know the little machine gun on the side.. is it possible to make it work..? of course this could disrupt the gameplay but.. if it's only strong enough to kill players but weak against tanks (excluding recon bikes, hum-vee's and buggy's) ?

and is it possible if a transport helicopter can pick up tanks and transport them across the map?

I know you guys might be limited to Renegade code (and I'm fairly sure you don't have the Source code to renegade) but if it's possible.. maybe have a community vote?

The transport Helicopter could be so much more useful.

also 'scuse the poor grammar.. I'm tired.

Subject: Re: Make the transport Helicopters more efficient?

Posted by [Goztow](#) on Thu, 24 Jul 2008 08:48:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

Moved but you may want to check this (same question).

Subject: Re: Make the transport Helicopters more efficient?

Posted by [mr£Ä\\$Ä-z](#) on Thu, 24 Jul 2008 21:40:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

Both possible

Subject: Re: Make the transport Helicopters more efficient?

Posted by [Spoony](#) on Fri, 25 Jul 2008 06:37:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

if you want to make the chinook worth its cost, simply change its armour from light_vehicle to heavy_vehicle. that would give it the same durability as a stealth tank.

doing your suggestions would fundamentally change the way the game is played on flying maps,

which isn't the point of the patch.

Subject: Re: Make the transport Helicopters more efficient?

Posted by [renalpha](#) on Fri, 25 Jul 2008 09:16:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

also make it faster, chinooks are not slow in real life

Subject: Re: Make the transport Helicopters more efficient?

Posted by [Ryu](#) on Fri, 25 Jul 2008 09:31:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

Spoony wrote on Fri, 25 July 2008 07:37if you want to make the chinook worth its cost, simply change its armour from light_vehicle to heavy_vehicle. that would give it the same durability as a stealth tank.

doing your suggestions would fundamentally change the way the game is played on flying maps, which isn't the point of the patch.

I can agree with the armour being improved, heck the slightest improvement on the Chinook can make it much more better.

It could change gameplay but if it had balanced counters then it could work.

But for now it's only a dream to transport tanks across the map.

Subject: Re: Make the transport Helicopters more efficient?

Posted by [CarrierII](#) on Fri, 25 Jul 2008 09:31:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

Spoony wrote on Fri, 25 July 2008 07:37if you want to make the chinook worth its cost, simply change its armour from light_vehicle to heavy_vehicle. that would give it the same durability as a stealth tank.

doing your suggestions would fundamentally change the way the game is played on flying maps, which isn't the point of the patch.

Xphaze marathon did just that for a while, people actually used them!

Subject: Re: Make the transport Helicopters more efficient?

Posted by [AngelFaN](#) on Fri, 25 Jul 2008 18:42:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

I would like to be able to shoot people from the helicopter

Subject: Re: Make the transport Helicopters more efficient?

Posted by [Sn1per74*](#) on Fri, 25 Jul 2008 19:25:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

AngeLFaN wrote on Fri, 25 July 2008 13:42I would like to be able to shoot people from the helicopter

YES! Have two chainguns on the two openings on both sides.

Subject: Re: Make the transport Helicopters more efficient?

Posted by [Homey](#) on Sat, 26 Jul 2008 00:56:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

I say make it a little faster. Changing the armor will obviously make APCS obsolete on flying maps.

Subject: Re: Make the transport Helicopters more efficient?

Posted by [Dentes](#) on Sat, 26 Jul 2008 01:09:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

Would be good if the Transport Helicopters have their chainguns. imo the Transport Helicopters are useless if you find an orca or an apache, the chainguns would be good to defend itself

Subject: Re: Make the transport Helicopters more efficient?

Posted by [Spoony](#) on Sat, 26 Jul 2008 03:46:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

Homey wrote on Fri, 25 July 2008 19:56I say make it a little faster. Changing the armor will obviously make APCS obsolete on flying maps.

Not at all, they're cheaper and can actually defend themselves... whereas buggies and humvees actually are obsolete on flying maps once you can afford the 500 for an APC>

Subject: Re: Make the transport Helicopters more efficient?

Posted by [Canadacdn](#) on Sat, 26 Jul 2008 03:55:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

Transport helicopters are flying coffins.

Subject: Re: Make the transport Helicopters more efficient?

Posted by [argathol3](#) on Sat, 26 Jul 2008 08:22:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

I think a chain-gun on the transport would be the most amazing thing ever. I know I'm reaching a bit far by saying let a passenger control it but just letting the imagination roam.

CHEM WARRIORS GOGOGO!!1

Subject: Re: Make the transport Helicopters more efficient?

Posted by [Homey](#) on Sat, 26 Jul 2008 12:52:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

Spoony wrote on Fri, 25 July 2008 23:46Homey wrote on Fri, 25 July 2008 19:56I say make it a little faster. Changing the armor will obviously make APCs obsolete on flying maps. Not at all, they're cheaper and can actually defend themselves... whereas buggies and humvees actually are obsolete on flying maps once you can afford the 500 for an APC> Let me add two words - for rushes. Heck even now in a 50 player server sometimes no one notices the transport. 95% of the time they don't make it to the enemy's base though.

Subject: Re: Make the transport Helicopters more efficient?

Posted by [Veyrdite](#) on Sat, 26 Jul 2008 23:58:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

It is possible to allow the Chinook to carry tanks using the JFW_Carry scripts, and then just have the chain guns as separate vehicles attached to the Chinook.

This would of course de-balance the game, but it can be done with a little bit of work on an objects.ddb file server-side.

Subject: Re: Make the transport Helicopters more efficient?

Posted by [KobraOps](#) on Sun, 27 Jul 2008 03:44:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

No more dumb ideas plz. Giving transports guns...what will they think of next anti-spawnkilling or adding radio to reNeGADe1!!!

Subject: Re: Make the transport Helicopters more efficient?

Posted by [Veyrdite](#) on Sun, 27 Jul 2008 05:23:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

KobraOps wrote on Sun, 27 July 2008 13:44No more dumb ideas plz. Giving transports

guns...what will they think of next anti-spawnkilling or adding radio to reNeGADe1!!!

A: The transport helicopter already has guns on its sides

B: I've already made a topic on anti-spawn killing.

Subject: Re: Make the transport Helicopters more efficient?

Posted by [havoc9826](#) on Sun, 27 Jul 2008 05:38:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

All you need is parachutes.

Here, have another one for good measure.

Subject: Re: Make the transport Helicopters more efficient?

Posted by [EvilWhiteDragon](#) on Sun, 27 Jul 2008 09:26:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

Dthdealer wrote on Sun, 27 July 2008 07:23KobraOps wrote on Sun, 27 July 2008 13:44No more dumb ideas plz. Giving transports guns...what will they think of next anti-spawnkilling or adding radio to reNeGADe1!!!

A: The transport helicopter already has guns on its sides

B: I've already made a topic on anti-spawn killing.

Only the singleplayer version has gattlingguns on the sides, the multiplayer version does not have these mounted.

Subject: Re: Make the transport Helicopters more efficient?

Posted by [GEORGE ZIMMER](#) on Sun, 27 Jul 2008 10:14:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

They didn't even have guns in the original Command and Conquer...

Subject: Re: Make the transport Helicopters more efficient?

Posted by [KobraOps](#) on Sun, 27 Jul 2008 19:28:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

Dthdealer wrote on Sun, 27 July 2008 00:23KobraOps wrote on Sun, 27 July 2008 13:44No more dumb ideas plz. Giving transports guns...what will they think of next anti-spawnkilling or adding radio to reNeGADe1!!!

A: The transport helicopter already has guns on its sides

B: I've already made a topic on anti-spawn killing.

Imao did you seriously not understand that i was making fun of the anti-spawnkillin, guess some ppl arent so bright

Subject: Re: Make the transport Helicopters more efficient?

Posted by [Veyrdite](#) on Wed, 30 Jul 2008 10:09:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

KobraOps wrote on Mon, 28 July 2008 05:28Dthdealer wrote on Sun, 27 July 2008 00:23KobraOps wrote on Sun, 27 July 2008 13:44No more dumb ideas plz. Giving transports guns...what will they think of next anti-spawnkilling or adding radio to reNeGADe1!!!

A: The transport helicopter already has guns on its sides

B: I've already made a topic on anti-spawn killing.

Imao did you seriously not understand that i was making fun of the anti-spawnkillin, guess some ppl arent so bright

Unfortunately text cannot display the emotion that talking does, and so I believed that you did not know.

Subject: Re: Make the transport Helicopters more efficient?

Posted by [Ryu](#) on Wed, 30 Jul 2008 11:02:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

KobraOps wrote on Sun, 27 July 2008 04:44No more dumb ideas plz. Giving transports guns...what will they think of next anti-spawnkilling or adding radio to reNeGADe1!!!

Oh gee, I forgot why we should keep the transport helicopter completely useless on public servers.

It's not a dumb idea.

Subject: Re: Make the transport Helicopters more efficient?

Posted by [KobraOps](#) on Wed, 30 Jul 2008 15:02:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

They are useful if u know how to play, and have a little bit of team work.

Subject: Re: Make the transport Helicopters more efficient?

Posted by [Carrierll](#) on Thu, 31 Jul 2008 17:39:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

How can something that has less endurance than a stank and has the purpose of an APC work or be useful?

Subject: Re: Make the transport Helicopters more efficient?

Posted by [havoc9826](#) on Fri, 01 Aug 2008 03:57:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

CarrierII wrote on Thu, 31 July 2008 10:39How can something that has less endurance than a stank and has the purpose of an APC work or be useful?

havoc9826 wrote on Sat, 26 July 2008 22:38All you need is parachutes.

Here, have another one for good measure.

Subject: Re: Make the transport Helicopters more efficient?

Posted by [Goztow](#) on Fri, 01 Aug 2008 09:03:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

Parachutes makes the game too different IMO. It's like allowing the taunt bug to be used. If smth needs to change, then it'd be the armour type of the trans heli.

Subject: Re: Make the transport Helicopters more efficient?

Posted by [CarrierII](#) on Sat, 02 Aug 2008 15:57:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

havoc9826 wrote on Fri, 01 August 2008 04:57CarrierII wrote on Thu, 31 July 2008 10:39How can something that has less endurance than a stank and has the purpose of an APC work or be useful?

havoc9826 wrote on Sat, 26 July 2008 22:38All you need is parachutes.

Here, have another one for good measure.

I'm going to call out City_Flying video there. You had at least five of the damn things... that's different, half of them still DIED before you got to the PP, which clearly shows they fail at their presumed purpose - to be a flying APC.

Subject: Re: Make the transport Helicopters more efficient?

Posted by [havoc9826](#) on Sat, 02 Aug 2008 17:54:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

CarrierII wrote on Sat, 02 August 2008 08:57havoc9826 wrote on Fri, 01 August 2008 04:57CarrierII wrote on Thu, 31 July 2008 10:39How can something that has less endurance than a stank and has the purpose of an APC work or be useful?

havoc9826 wrote on Sat, 26 July 2008 22:38All you need is parachutes.

Here, have another one for good measure.

I'm going to call out City_Flying video there. You had at least five of the damn things... that's different, half of them still DIED before you got to the PP, which clearly shows they fail at their presumed purpose - to be a flying APC.

You're right... although Chinooks often fare much better on Walls_Flying, that's only because there's no Obelisk, which takes off 300 of its 400 in one shot (plus that stank hit us for another 90 and triggered the <= 20 hp auto eject). Base defenses really do limit or nullify any usefulness of the transport helicopters, unless one manages to sneak by while some other vehicles are taking fire as decoys. It was extremely fun to do that rush just for the heck of it, though. Also, there were 6 piñatas in that rush

Subject: Re: Make the transport Helicopters more efficient?

Posted by [Starbuzz](#) on Sat, 02 Aug 2008 18:04:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

I am sure WW had plans to make side miniguns on the transport chopper...why would have open but empty gun ports on the side then?

Remeber they also planned to have many mannable twin-machine gun turrets too. they had many mnay things planned.

Subject: Re: Make the transport Helicopters more efficient?

Posted by [StealthEye](#) on Sat, 02 Aug 2008 21:32:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

Since the single player does have the guns, I'd rather assume that they were removed by WW rather than planned to be added.

Anyway, TT will not change anything about this.

Subject: Re: Make the transport Helicopters more efficient?

Posted by [JoeBro](#) on Sun, 03 Aug 2008 23:58:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

You're right. I did notice the chainguns on the sides in singleplayer but not in multiplayer. I think the reason WW took em' off was because of balance issues. APCs would become obsolete if heli transports had chainguns. I mean, wouldn't it obviously be better to be flying than on ground? As for the armor thing, they should not have any more armor, but they should have a little more speed. And, I think that WW should of made the game in where as soon as you get in a heli transport, you automatically get a parachute so you could drop down a few men in a attack. Or if not that, they could drop down on a wire so if they jumped out at a high altitude, they woudn't just fall and die. That would be nice...

Subject: Re: Make the transport Helicopters more efficient?

Posted by [sadukar09](#) on Mon, 04 Aug 2008 00:00:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

Being on the ground>air.

I mean really, who wants to fall to their deaths?

Subject: Re: Make the transport Helicopters more efficient?

Posted by [=HT=T-Bird](#) on Mon, 04 Aug 2008 12:38:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

As far as speed goes, the Chinook should be at least as fast as the Apache, if not fastER...(IRL, the Apache pilots keep having to ask the Chinook pilots to slow down)
