
Subject: [Model]Samsite truck

Posted by [ErroR](#) on Tue, 10 Nov 2009 12:58:00 GMT

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

I was bored and decided to fuse the 2 into a vehicle as seen in M07 or something like that, don't really remember.

Toggle Spoiler

This is not a replacement

File Attachments

- 1) [Sam truck.rar](#), downloaded 293 times
- 2) [ScreenShot30.png](#), downloaded 1333 times



Subject: Re: [Model]Samsite truck
Posted by [Reaver11](#) on Tue, 10 Nov 2009 13:09:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nice one.
is it drivable?

If you want I will put it in the betapackage

Subject: Re: [Model]Samsite truck
Posted by [ErroR](#) on Tue, 10 Nov 2009 13:10:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yes it's drivable, if you get it right in level edit

sure

Subject: Re: [Model]Samsite truck
Posted by [Distrbd21](#) on Tue, 10 Nov 2009 14:34:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

nice.

hey can you make one with no sides on the truck?, like a flat bed truck?

Subject: Re: [Model]Samsite truck
Posted by [ErroR](#) on Tue, 10 Nov 2009 14:56:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

sure

Subject: Re: [Model]Samsite truck
Posted by [Distrbd21](#) on Fri, 13 Nov 2009 02:03:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Bump
anything done yet?

Subject: Re: [Model]Samsite truck
Posted by [ErroR](#) on Fri, 13 Nov 2009 12:25:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

should work

File Attachments

1) [v_nod_sam_truck2.W3D](#), downloaded 258 times

Subject: Re: [Model]Samsite truck
Posted by [The Party](#) on Sun, 22 Nov 2009 21:31:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol lame, but the samsite weapon is pretty cool, shakes the screen and everything.

Subject: Re: [Model]Samsite truck
Posted by [ErroR](#) on Sun, 22 Nov 2009 21:42:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

lame? uh oh

Subject: Re: [Model]Samsite truck
Posted by [Distrbd21](#) on Mon, 23 Nov 2009 04:34:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

ty ty ty ty ty ty that is gonna be my nod mrls ^^now i just have to find a cool skin for the arty to make one for gdi ^^

Subject: Re: [Model]Samsite truck
Posted by [The Party](#) on Mon, 23 Nov 2009 18:44:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

ErroR wrote on Sun, 22 November 2009 15:42lame? uh oh

The reason I said this, is because Westwood already made this model. <.<

Subject: Re: [Model]Samsite truck
Posted by [Tupolev TU-95 Bear](#) on Mon, 23 Nov 2009 19:09:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

The G-Man wrote on Mon, 23 November 2009 18:44ErroR wrote on Sun, 22 November 2009 15:42lame? uh oh

The reason I said this, is because Westwood already made this model. <.< and its a problem? >.> dude its a model so what?

btw good job ErroR

Subject: Re: [Model]Samsite truck
Posted by [ErroR](#) on Mon, 23 Nov 2009 19:10:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

The G-Man wrote on Mon, 23 November 2009 20:44: ErroR wrote on Sun, 22 November 2009 15:42: lame? uh oh

The reason I said this, is because Westwood already made this model. <.<
No, westwood did NOT make the model. Im MOX it's set up in LE. A truck and a samsite on it. 2
Separate presets

Subject: Re: [Model]Samsite truck
Posted by [Distrbd21](#) on Mon, 23 Nov 2009 21:23:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

exdous has it set up like that in there server to.. along with the gun boats ^^
no textures? are they the same as the old trucks, and sams?

Subject: Re: [Model]Samsite truck
Posted by [ErroR](#) on Mon, 23 Nov 2009 21:23:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

yes

Subject: Re: [Model]Samsite truck
Posted by [Distrbd21](#) on Mon, 23 Nov 2009 21:26:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

hey error can you take my dds and make the diff names for the truck and sam?
Is it drivable error? if not can i make it drivable and have the sam work like the mrls do?

Toggle Spoiler
here is a pic with a winter camo samsite havn't done the truck yet.

Toggle Spoiler

here is the full truck and sam camoed.

File Attachments

1) [back.JPG](#), downloaded 1081 times



2) [front.JPG](#), downloaded 1067 times



3) [sides.JPG](#), downloaded 1061 times



4) [top.JPG](#), downloaded 1044 times



5) [truck.JPG](#), downloaded 1049 times



Subject: Re: [Model]Samsite truck
Posted by [Reaver11](#) on Wed, 25 Nov 2009 13:55:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I like the camo texture itself but I think you have overdone it a bit. You have lost a lot of details of the original truck.

Try getting some more details into it.

Also on what preset are you using the truck?
Keep in mind some do not have turret settings or even a gun.

Subject: Re: [Model]Samsite truck
Posted by [ErroR](#) on Wed, 25 Nov 2009 16:37:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Reaver11 wrote on Wed, 25 November 2009 15:55: I like the camo texture itself but I think you have overdone it a bit. You have lost a lot of details of the original truck.

Try getting some more details into it.

Also on what preset are you using the truck?
Keep in mind some do not have turret settings or even a gun.
Yeah agreed, the texture needs more details. Also the truck IS drivable, if you use the truck preset, you could get it to work, but then the camera will not work well in aiming with the sam

Subject: Re: [Model]Samsite truck
Posted by [The Party](#) on Tue, 08 Dec 2009 19:14:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

So basiclly it just a truck and samsite rigged together in gmax/max and then bonned just like a tank. After that giving the ammo in LE the samsite ammo, I see.

So than how is this not a replacement?

Subject: Re: [Model]Samsite truck
Posted by [Reaver11](#) on Tue, 08 Dec 2009 21:06:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

If you want to use this you will need to make a new map or a pkg file. You cant use it online in a server as a skin.

Subject: Re: [Model]Samsite truck
Posted by [renalpha](#) on Wed, 09 Dec 2009 08:15:19 GMT

As seen in the missions, it is noway to make that serverside properly.
The game would lag like mad.

Besides that, inside the missions the cars didnt move.
So this model has also just been placed in with most properly a kill script attached.
