
Subject: question
Posted by [Spike](#) on Fri, 25 Jul 2003 20:20:41 GMT
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Is there any way to make it so people can fly? (and not just jump high but space to go up and crouch to go down)

Subject: question
Posted by [\[REHT\]Spirit](#) on Sat, 26 Jul 2003 00:34:33 GMT
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You can make it a vehicle that you can't get out of.

Call it a "Mobile combat suit" or something that has to be constructed at the Warfactory (you know.....storyline stuff to cover it up!)

Subject: question
Posted by [boma57](#) on Sat, 26 Jul 2003 02:12:27 GMT
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Yeah, you can't make infantry fly, you'd have to do something like making a suit purchased as a vehicle, like Spirit said.

You could make a jetpack, or even an invisible vehicle, but then the character will go into the "arms outstretched" pose when they enter it.

Subject: question
Posted by [gendres](#) on Sat, 26 Jul 2003 05:28:57 GMT
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maybe infantry stretch their arms to fly....

Subject: question
Posted by [boma57](#) on Sat, 26 Jul 2003 06:46:47 GMT
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If only they stretched to the front, it might look more like a Superman-type pose

Subject: question

Posted by [Infinint](#) on Sat, 26 Jul 2003 09:50:03 GMT

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some one should do that and make the vehical look like super man and be armed with lasers

Subject: question

Posted by [Renx](#) on Sun, 27 Jul 2003 03:48:10 GMT

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But if you made it a vehicle, wouldn't it have trouble getting to places like inside buildings and tunnels becasue of the vehicle barriers?

Subject: question

Posted by [NeoX](#) on Sun, 27 Jul 2003 05:31:01 GMT

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Im on it. I would be able to make it work and i could model it its just the model wont be that good maybe someone could model it and ill make it work.

Subject: question

Posted by [Havoc 89](#) on Sun, 27 Jul 2003 05:51:21 GMT

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there is already something like that in Tiberium Evolution X12, its a model of a rocketier, but u buy if from the weapons factory as a combat suit. and its a VOLT vehicle.

so ya... if thats what u mean try it from tib ev0.
