
Subject: Hovercraft

Posted by [IRON FART](#) on Sat, 31 Jan 2004 03:43:06 GMT

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Whatever happened to the Hovercraft?

I never see it in any maps. And its usefull if it can be rigged to work.

Its been there since TD! I would have thought that someone used it by now. And if it isn't useable yet, the model and texture is there, it can certainly be boned etc.

Ya its slow and chunky, but it has good armor and its amphibious. It should be able to go where other vehicles can't. (That may be hard to do, but there is probably a way to do it.)

And Jonwil, if there is a way to make the hovercraft go where other vehicles can't, try to make a script to make it possible. (Had to get that in before the 1.4 deadline)

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Posted by [Cpo64](#) on Sat, 31 Jan 2004 07:00:25 GMT

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Which hovercraft?

There is two of them in renegade.

Subject: Hovercraft

Posted by [Deactivated](#) on Sat, 31 Jan 2004 09:43:43 GMT

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There is actually three of them.

Infantry Hovercraft
Small and curved.

Vehicle Hovercraft
Large and has looks more like real landing craft.

Crashed Hovercraft
It's a bit like Vehicle Hovercraft but it looks more like TD Hovercraft.

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Posted by [SuperFlyingEngi](#) on Sat, 31 Jan 2004 14:42:39 GMT

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Actually, there was a working hovercraft in one of the Tiberian Evolution mods for Renegade. It

was pretty cool, but to make the hovercraft behave like a real one, it has to be incredibly difficult to drive. [as this one was] It was pretty cool, though. About the hovercraft going where other vehicles cant, see if the RenAlert team will tell you anything about what they are doing with naval units.

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Posted by [dufis791](#) on Sat, 31 Jan 2004 17:45:10 GMT

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how would naval units work? would they be built in a separate facility? if so how? dang man, some complex things sure are happening for this so-called dieing game!

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Posted by [IRON FART](#) on Sat, 31 Jan 2004 21:49:20 GMT

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Doesn't matter which hovercraft (besides the destroyed one).
