Subject: Would..Would this work?
Posted by Nglegs on Sun, 15 Oct 2006 22:23:48 GMT
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I was just surfing youtube and I saw a video in which a modded vehicle(ssm launcher) drove on top of a transport helicopter on walls flying and the helicopter was able to fly around with it till it wanted to drive off, WOuld this work? I cant think of many practicle uses but it be pretty cool
 http://www.youtube.com/watch?v=0yN617oibiU&mode=related& amp;search=

Subject: Re: Would..Would this work?
Posted by jnz on Sun, 15 Oct 2006 22:28:27 GMT
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i think it is possible.

what was that music in the background called? i have heard it somewhere...

Subject: Re: Would..Would this work?
Posted by Nglegs on Sun, 15 Oct 2006 22:37:16 GMT
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No clue,its from one of the grand theft autos I think

Subject: Re: Would..Would this work?
Posted by Tunaman on Sun, 15 Oct 2006 23:20:46 GMT
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Yeah, its pretty fun if you have nothing else to do, lol. It does work.

Subject: Re: Would..Would this work?
Posted by Zion on Mon, 16 Oct 2006 07:20:54 GMT
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It does work, with low ammounts of latency, but it does work.

I done it, we got an MRLS up on the cliff and won because we had the advantage of height.

Subject: Re: Would..Would this work?
Posted by Goztow on Mon, 16 Oct 2006 07:48:21 GMT
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It works. Many serevrs will consider it bugabuse however and you might get kicked if you do it in public games. Moreover, you'll loose a considerable amount of time before you get anything there.

Subject: Re: Would..Would this work?
Posted by MexPirate on Mon, 16 Oct 2006 10:32:54 GMT
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BBF have done this plenty of times during their practices, get nastorm to setup walls fly on the server rotation, get everyone on teamspeak and try it out.

Subject: Re: Would..Would this work?
Posted by EvilWhiteDragon on Mon, 16 Oct 2006 11:01:28 GMT
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Even heard of someone doing it with a mammy, though they needed 2 transporters.

Subject: Re: Would..Would this work?
Posted by Goztow on Mon, 16 Oct 2006 11:07:26 GMT
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EvilWhiteDragon wrote on Mon, 16 October 2006 13:01Even heard of someone doing it with a mammy, though they needed 2 transporters.
No, they used 4. 2 underneath and two to keep it stable at sides. And as far as I know, they jkust lifted it up but didn't get it on top.

Subject: Re: Would..Would this work?
Posted by Sniper_De7 on Mon, 16 Oct 2006 12:05:07 GMT
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It's hardly practical and by the time you even had enough for a transport shortly after the other team would have an apache/orca, it might work if the other team wasn't very good and didn't buy any vehicles, then again, you wouldn't need to to send a vehicle up there to win, they could probably just as easily rushed with meds or whatever vehicles... because if a team can't stop a lone vehicle on the top with a copter than it didn't really have a chance to begin with.

Subject: Re: Would..Would this work?
Posted by Tunaman on Mon, 16 Oct 2006 14:16:09 GMT
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haha, I thought he meant was it possible for a vehicle to get up there.. It probably wouldn't work in

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an actual game if that's what you're talking about.

Subject: Re: Would..Would this work?
Posted by $c0p3 on Mon, 16 Oct 2006 19:26:09 GMT
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flying vehicles up with trans helis = old, years old..

Subject: Re: Would..Would this work?
Posted by Nglegs on Mon, 16 Oct 2006 23:48:17 GMT
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congratulations on knowing that, if poeple were to only post brand new things of renegade that no one's ever heard of there would be one poste about every 5 years,so yeah good job pointing that out ,your a sepcial little boy arent you.

Subject: Re: Would..Would this work?
Posted by jnz on Mon, 16 Oct 2006 23:52:55 GMT
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lol, i hate it when people do it to me, also i didn't know about this

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Subject: Re: Would..Would this work?
Posted by Nglegs on Tue, 17 Oct 2006 00:22:27 GMT
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I tried lifiting a mammy by myself,it rolled over and when i got out crushed me ,not advised.

Subject: Re: Would..Would this work?
Posted by Matix on Tue, 17 Oct 2006 00:41:40 GMT
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Tanks don't crush characters unless there is an opponent in the vehicle over you. Thus, a "empty" vehicle cannot crush you, it will simply push you to the side.

Subject: Re: Would..Would this work?
Posted by Nglegs on Tue, 17 Oct 2006 01:58:48 GMT

Dont recall saying it killed me.

Subject: Re: Would..Would this work?
Posted by Ryu on Tue, 17 Oct 2006 08:33:13 GMT

Preety cool, Ive seen it before.

Subject: Re: Would..Would this work?
Posted by Matix on Tue, 17 Oct 2006 11:10:25 GMT

Nglegs wrote on Mon, 16 October 2006 19:22I tried lifiting a mammy by myself,it rolled over and when i got out crushed me ,not advised.

The mammy you were trying to lift (an empty mammy) in killed you when you got out when it crushed you.

Subject: Re: Would..Would this work?
Posted by fl00d3d on Wed, 18 Oct 2006 00:06:16 GMT

Definitely possible, though not practical in any competitive game.

I have videos of me putting a recon bike on the mountain top on tib_pit_racing (ro ramps) then ramping off for one hell of a free-fall.

I also have a video of about 20 transport choppers stacked on top of eachother.

Subject: Re: Would..Would this work?
Posted by Nglegs on Thu, 19 Oct 2006 00:56:56 GMT

So the reason behind transports are finaly revealed

Subject: Re: Would..Would this work?
Posted by Goztow on Thu, 19 Oct 2006 06:37:55 GMT

Nglegs wrote on Thu, 19 October 2006 02:56So the reason behind transports are finaly revealed
Noone believes me but Transport heli's can be very useful on some maps in public games
(usually not in CW's).

Subject: Re: Would..Would this work?
Posted by EvilWhiteDragon on Thu, 19 Oct 2006 07:35:08 GMT

Goztow wrote on Thu, 19 October 2006 08:37Nglegs wrote on Thu, 19 October 2006 02:56So the
reason behind transports are finaly revealed
Noone believes me but Transport heli's can be very useful on some maps in public games
(usually not in CW's).
Care to explain Gozy?

Subject: Re: Would..Would this work?
Posted by Sniper_De7 on Thu, 19 Oct 2006 10:34:29 GMT

http://img82.imageshack.us/my.php?image=screenshot147cp.jpg

Subject: Re: Would..Would this work?
Posted by mrpirate on Thu, 19 Oct 2006 13:35:11 GMT

The best part was the Chem Warriors inside...

Subject: Re: Would..Would this work?
Posted by Goztow on Thu, 19 Oct 2006 14:02:00 GMT

Well, they're just so unexpected. Though it prolly wouldn't work in 40 players games, it works quite
well in 10-20 player games where you can easely drop a couple of hotties near enemy building on
Walls Flying.

Ow and top of building nukes ofcourse. When the barracks/HON is odwn, they're nearly
unstoppable!