
Subject: [Model]Samsite truck

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

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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 124 times
- 2) [ScreenShot30.png](#), downloaded 721 times



Subject: Re: [Model]Samsite truck
Posted by [Reaver11](#) on Tue, 10 Nov 2009 13:09:10 GMT
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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
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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
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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
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sure

Subject: Re: [Model]Samsite truck
Posted by [Distrbd21](#) on Fri, 13 Nov 2009 02:03:06 GMT
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Bump
anything done yet?

Subject: Re: [Model]Samsite truck
Posted by [ErroR](#) on Fri, 13 Nov 2009 12:25:13 GMT
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should work

File Attachments

1) [v_nod_sam_truck2.W3D](#), downloaded 86 times

Subject: Re: [Model]Samsite truck

Posted by [The Party](#) on Sun, 22 Nov 2009 21:31:31 GMT

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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

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lame? uh oh

Subject: Re: [Model]Samsite truck

Posted by [Distrbd21](#) on Mon, 23 Nov 2009 04:34:36 GMT

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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

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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

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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
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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 M0X 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
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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
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yes

Subject: Re: [Model]Samsite truck
Posted by [Distrbd21](#) on Mon, 23 Nov 2009 21:26:27 GMT
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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 353 times



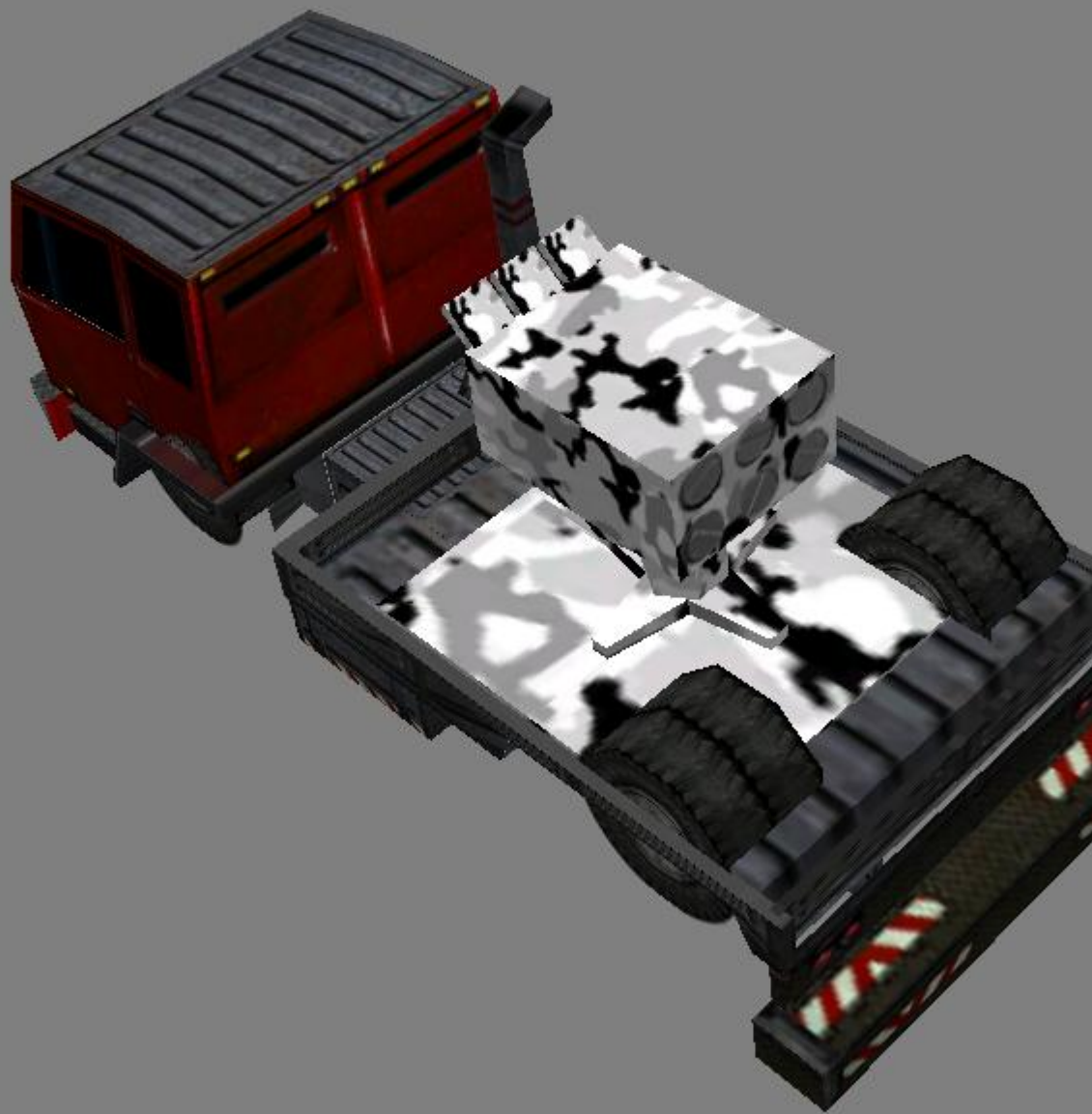
2) [front.JPG](#), downloaded 355 times



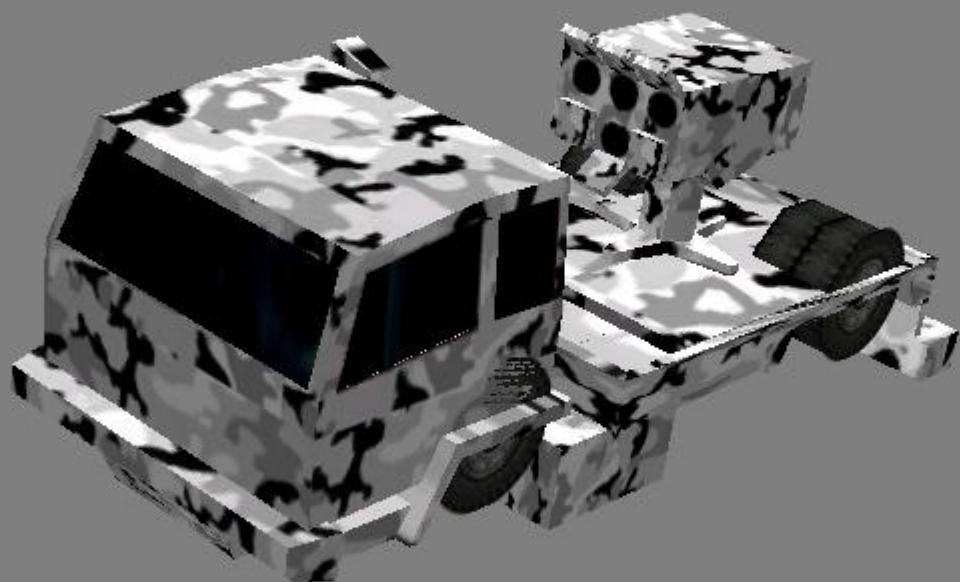
3) [sides.JPG](#), downloaded 351 times



4) [top.JPG](#), downloaded 358 times



5) [truck.JPG](#), downloaded 340 times



Subject: Re: [Model]Samsite truck
Posted by [Reaver11](#) on Wed, 25 Nov 2009 13:55:00 GMT
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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
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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
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So basiclly it 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
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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.
