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Subject: Potential bugfixes.

Posted by [Chronojam](#) on Sat, 11 Dec 2004 21:56:54 GMT

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Maybe if each vehicle got a slight extension through an artificial means to its worldbox... that is, a rectangle "bumper" object that protrudes through its chassis. That would cause a few "problems". One I can think of is being unable to jam the humvee into buildings (boo hoo). Second, tanks that got close would have a gap between them and wouldn't be able to perfectly line up against each other... they wouldn't be able to ever entirely collide though, and thus no blue hell? Or maybe I'm entirely wrong. w00t... however!

I like the idea of a damage zone all over outside the map area.

Oh, and for number 3: Yeah, I've been there trying to plant a beacon and just suddenly die since somebody bought a tank.

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