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Subject: Re: O.o red hell

Posted by [Zion](#) on Mon, 21 May 2007 17:57:11 GMT

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Why do people give them names just from the color?

'Blue hell' is a glitch caused by latency in which the collisions box of the player/vehicle collides with another. One of the players is killed and respawn instantly, the other gets this glitch. The selection of who dies or not is random.

'Black hell' is the same as above only on the night based maps.

This 'Red hell' is the same as above only during a nuclear beacon placement, hence the red color.

Same would go for the Ion Cannon beacon, if you glitched then you would see it go darker and start to rain.

This is a glitch in the engine. It occurred to me once on APB however i could still see the map. I was at the corner of the map moving very fast from it then back to it.

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