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Subject: Nod Vehicle Spawning On Islands

Posted by [Chuck Norris](#) on Tue, 12 Aug 2008 06:02:18 GMT

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Okay, I'm not too technically inclined with this, so bear with me if anything is slightly off, but I remember reading from someone at Black-Cell about this, so here's the technical stuff I do know.

When Nod buys a vehicle, it first "spawns", just like GDI's vehicles do inside the War Factory. Apparently, with Nod, vehicles always spawn at 0,0,0 or something like that, and then are immediately teleported to the delivery plane, where it gets dropped onto the airstrip. The problem is that on Islands 0,0,0 seems to be right in or around the river in front of GDI's base, meaning they can see (though only for a split second) a vehicle Nod buys. I know I've witnessed this vehicle appear and quickly disappear thing on Islands there before too, so I know it happens. I think on City, this also occurs under one of the bridge locations?

I know this isn't a bug, per se (well, it can be depending on how you look at it), but is this fixable?

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