
Subject: Flying vehicles in ALL maps.
Posted by [KIRBY098](#) on Wed, 28 Apr 2004 16:53:35 GMT
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Why not fellas?

Especially if you are going to institute the Recon bikes, and tracking antiair defenses.

Subject: Flying vehicles in ALL maps.
Posted by [Mad Ivan](#) on Wed, 28 Apr 2004 17:22:30 GMT
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they`d have to re-do all maps to have ramps...

Subject: Flying vehicles in ALL maps.
Posted by [KIRBY098](#) on Wed, 28 Apr 2004 17:32:13 GMT
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No, they wouldn't.

Subject: Flying vehicles in ALL maps.
Posted by [Homey](#) on Wed, 28 Apr 2004 17:51:31 GMT
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Hourglass is an exception.

Subject: Flying vehicles in ALL maps.
Posted by [KIRBY098](#) on Wed, 28 Apr 2004 17:54:44 GMT
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The only reason I could see Hourglass being an exception is because the highest land point is almost at the roof of the map. Even then, I would say do it.

Subject: Flying vehicles in ALL maps.
Posted by [Aircraftkiller](#) on Wed, 28 Apr 2004 18:06:01 GMT
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They all need "ramps" or they need transitions removed at the top of structures so you can't get out over them.

Furthermore, they'd have to get visibility solve ran over them, and some just aren't made for aircraft to begin with.

Hourglass would suck for air combat, seeing as how the n00b cannon Havocs and Sakuras would "rule" everything from afar.

Volcano would do good, evidenced by Volcano Flying, but it's still not made with air combat in mind.

Complex might be good for it.

Field would not work right, it's terribly designed to begin with.

Under, possibly, but it's another rework of Field with a few additional features.

Canyon would never work right with aircraft, it's too cramped and goofy to use for them.

Subject: Flying vehicles in ALL maps.

Posted by [Madtone](#) on Thu, 29 Apr 2004 03:56:10 GMT

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i fully agree with you!

Basicly hourglass is not intended to use air units on it, the design is meant for tracked an wheeled vechs also infantry, no way an aircraft.

As with the rest, i agree 100%. Some maps are just NOT meant for air units plain and simple.

Subject: Flying vehicles in ALL maps.

Posted by [flyingfox](#) on Thu, 29 Apr 2004 14:12:09 GMT

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There's an hourglass flying on renegadezone.com.

<http://www.renegadezone.com/ModsIndex/ListMods.asp?StartTitle=C>

Subject: Flying vehicles in ALL maps.

Posted by [Slash0x](#) on Thu, 29 Apr 2004 15:15:38 GMT

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Maps have to be designed for Flying in the first place. CityFlying is a good example because the wall barrier of that level is very high and very roomy. Walls Flying is the same way. Most of the other maps are too short and too curvy for flying.

Subject: Flying vehicles in ALL maps.
Posted by [KIRBY098](#) on Thu, 29 Apr 2004 15:37:15 GMT
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Only if you can't fly them.

Subject: Flying vehicles in ALL maps.
Posted by [Majiin Vegeta](#) on Fri, 30 Apr 2004 02:11:46 GMT
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bad idea imo

Subject: Flying vehicles in ALL maps.
Posted by [IRON FART](#) on Fri, 30 Apr 2004 04:15:10 GMT
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Kirby098
No, they wouldn't.

Well if you didn't someone could easily Nuke/Ion any by placing a beacon ontop of a building.

I think Field, Under and Hourglass are terrible for flying vehicles. On all of them, the base defences won't allow any type of flying vehicle in. Also they seem too "cramped" to accomodate god-knows how many flying vehicles in. Try Under with a drop mod & you'll see.

Whats "imo?"

Subject: Flying vehicles in ALL maps.
Posted by [Protoberance](#) on Sun, 02 May 2004 03:41:45 GMT
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Iron-Fart

Whats "imo?"

imo = in my opinion

Subject: Flying vehicles in ALL maps.
Posted by [Cpo64](#) on Thu, 06 May 2004 00:05:03 GMT
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there is a script that could be used so you can't get out of a vehicle, if this is placed over top of a

building, then you couldn't put a beacon there. Unless your tricky...

Subject: Flying vehicles in ALL maps.

Posted by [Aqualite7](#) on Wed, 19 May 2004 06:45:48 GMT

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It is just a shame that there aren't more flying maps. I still enjoy Glacier Flying but no one has put that in rotation in ages.

Subject: Flying vehicles in ALL maps.

Posted by [Aircraftkiller](#) on Wed, 19 May 2004 07:49:41 GMT

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A lot of servers run it on a daily basis.

Subject: Flying vehicles in ALL maps.

Posted by [Weirdo](#) on Fri, 21 May 2004 18:38:10 GMT

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You guys forgot Islands.

Although I don't think Islands should be flying. The problem is the planes can use a very fast route on that map, and won't have any problems with AA unit's there. Of course you could set up an invincible wall (don't know the right name), but that would look extremely stupid in my eyes.

Subject: Flying vehicles in ALL maps.

Posted by [TonyMontana](#) on Sat, 29 May 2004 20:01:11 GMT

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AircraftkillerA lot of servers run it on a daily basis.

actually very few server run this map becasue of lag and thebugs.

I run it on my server people seem to like, many are wow, new map. LOL... they never even played it before.

They should release some new maps for this game that everyone should download.

Subject: Flying vehicles in ALL maps.

Posted by [Renx](#) on Sun, 30 May 2004 01:07:28 GMT

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Aircraft are supposed to be for traveling quickly over hills and obstacles on the land, but most

Renegade maps are confined within a canyon, with high walls and mountains that are above the height barrier anyway. No renegade maps are really designed for air combat.

Subject: Flying vehicles in ALL maps.
Posted by [Aircraftkiller](#) on Sun, 30 May 2004 02:45:21 GMT
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I see several servers running Glacier Flying.

Subject: Flying vehicles in ALL maps.
Posted by [zunnie](#) on Mon, 28 Jun 2004 03:08:47 GMT
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Glacier_Flying is on the FanMaps servers also for some time.
I only have a big problem with that map. Everytime i spent more than 10-15minutes on the map my FPS suddenly starts to become unstable dropping below 10FPS usually :/

[zunnie]
