
Subject: Vehicle construction Zones

Posted by --oo00o00oo-- on Fri, 11 Jun 2004 05:30:25 GMT

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Not all maps have this problem but most do. When you purchase a vehicle we all know that whatever is in the construction zone at the time dies. The Gdi War Factory seems its zone reaches outside of the War Factory's build area. If you stand next to the outside wall or have a tank next to it and a vehicles is purchased you die of your tank explodes. Islands is a good example: buying a mammoths tank and driving out going between the refinery and war factory and when your just on the outside corner of the back of the factory and a vehicle is purchased, you lose your tank. Maybe Black Hand Studios can fix this?

Subject: Vehicle construction Zones

Posted by [jonwil](#) on Fri, 11 Jun 2004 06:21:14 GMT

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We cant really fix this, it has to be fixed on a map by map basis.
Are there any westwood maps affected by this?

Subject: Vehicle construction Zones

Posted by [xptek_disabled](#) on Fri, 11 Jun 2004 06:33:15 GMT

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You could change all the official maps with the fix and only have server owners download them.
The server controls the zone anyway.

Subject: Vehicle construction Zones

Posted by --oo00o00oo-- on Fri, 11 Jun 2004 10:46:14 GMT

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jonwilAre there any westwood maps affected by this?

the reason i posted was because of the westwood maps doing this. i understand how it can be fixed if its a fan made map.

i just tested this out. this happens on ALL westwood maps BUT hourglass. and only mammoth and medium tanks are destroyed when they are just sitting against the outside wall. all other vehicles must be driven up against the wall during vehicle creation. and hey, sometimes it happens in games.

Subject: Vehicle construction Zones

Posted by [Phoenix - Aeon](#) on Fri, 11 Jun 2004 13:02:55 GMT

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Islands is the worst for it

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Posted by [kadoosh](#) on Fri, 11 Jun 2004 16:43:05 GMT

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yes nothin worse than tryin to plant a beacon and *poof* dead cause some ass buys a hummvee

Subject: Vehicle construction Zones

Posted by [PermaGrin](#) on Tue, 29 Jun 2004 18:56:17 GMT

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so what the deal with getting this fixed?

Subject: Vehicle construction Zones

Posted by [Aircraftkiller](#) on Tue, 29 Jun 2004 19:22:37 GMT

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Well, we can't fix a War Factory, because the GDI uses a Weapons Factory.

Subject: Vehicle construction Zones

Posted by [PermaGrin](#) on Tue, 29 Jun 2004 19:27:17 GMT

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construction zones was my thought on why this occurs and my CZs were my suggestion on fixing it. i said nothing about chainging the WF itself.

Subject: Vehicle construction Zones

Posted by [Chronojam](#) on Wed, 30 Jun 2004 01:24:28 GMT

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I've died from this while attempting to plant a nuke there before... it's quite annoying.

Subject: Vehicle construction Zones

Posted by [gibberish](#) on Wed, 30 Jun 2004 09:14:17 GMT

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AircraftkillerWell, we can't fix a War Factory, because the GDI uses a Weapons Factory.

Was it ever called a War Factory in any of the C&C games?

Subject: Vehicle construction Zones

Posted by [Try_lee](#) on Wed, 30 Jun 2004 12:56:27 GMT

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Yes, Red Alert.

Maybe TS too... I'm not sure.

Subject: Vehicle construction Zones

Posted by [PermaGrin](#) on Wed, 30 Jun 2004 17:26:47 GMT

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ack is just a fucking cunt. he knows damn well what im trying to get at.
