Subject: Removing/editing Vehicle limit?
Posted by 2000_years on Sun, 13 Feb 2005 16:58:19 GMT
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While I know it's not that good idea for some default westwood maps, some custom maps are quite big and loads of players spend time waiting at the terminal for a vehicle to get destroyed.

My question is this: Is it possible to edit or remove the limit or are there any plans to?

Subject: Removing/editing Vehicle limit?
Posted by WNxCABAL on Sun, 13 Feb 2005 17:43:22 GMT
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There was a reason that Westwood set a vehicle limit. And I think we should respect that limit.

Subject: Removing/editing Vehicle limit?
Posted by ghostSWT on Sun, 13 Feb 2005 17:57:11 GMT
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i don't think we sould respect that limit, we are not respecting the mine limit because on some maps you need a lil more then you need on others. In large games the vehecle limit is just not enought.

Subject: Removing/editing Vehicle limit?
Posted by Crimson on Sun, 13 Feb 2005 19:50:01 GMT
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I played on a server that removed the vehicle limit and it sucked. It was impossible to leave the base without a vehicle... not fun at all.

Subject: Removing/editing Vehicle limit?
Posted by Deactivated on Sun, 13 Feb 2005 20:14:24 GMT
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A vehicle limit of 12 would be nice.

Subject: Removing/editing Vehicle limit?
Posted by Spoony_old on Sun, 13 Feb 2005 20:23:39 GMT
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50 player server with a 7-limit sucks, just turns into a ramjets-shooting-tanks nubfest

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Subject: Removing/editing Vehicle limit?
Posted by Chronojam on Sun, 13 Feb 2005 20:52:14 GMT
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50 player server with ramjets sucks.

Subject: Removing/editing Vehicle limit?
Posted by greb on Mon, 14 Feb 2005 06:08:00 GMT
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SeaManA vehicle limit of 12 would be nice.

But imagine what a 12 Flamer rush could do to a base...

Subject: Removing/editing Vehicle limit?
Posted by mac on Mon, 14 Feb 2005 09:31:43 GMT
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Not possible without a client change, and we're not going to lock out non core patch users .. they wouldn't be able to buy vehicles any more..

Subject: Removing/editing Vehicle limit?
Posted by Nightma12 on Mon, 14 Feb 2005 10:01:51 GMT
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all the more reason to download CP's

Subject: Removing/editing Vehicle limit?
Posted by Blazer on Mon, 14 Feb 2005 10:02:58 GMT
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DaGrebXSeaManA vehicle limit of 12 would be nice.

But imagine what a 12 Flamer rush could do to a base...

Imagine what a 12 flamer rush could do to your FPS

Also imagine 12 mobarts firing into your base entrace...no possible way of leaving the base

Subject: Removing/editing Vehicle limit?
Posted by ghostSWT on Mon, 14 Feb 2005 10:55:10 GMT
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macNot possible without a client change, and we're not going to lock out non core patch users ..
they wouldn't be able to buy vehicles any more.. not true, ther is a server called
-RG-FANMAPS.NET [UltraAOW with no vehecle limit at all, I don't see why that can't be moded to
include a set limit.

Subject: Removing/editing Vehicle limit?
Posted by 2000_years on Mon, 14 Feb 2005 17:59:21 GMT
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yeah, that server seems to be able to select which vehicles have a limit or not. like buggies and
LTANKS have no limit, but flamers and mammies do.
Kinda good to stop idiot snipers hogging up the entire limit by just having 5 of them on a ledge
each (on maps like desert combat, country_side and tib pit) with their buggy/orca parked behind
them

Subject: Removing/editing Vehicle limit?
Posted by zunnie on Mon, 14 Feb 2005 19:24:32 GMT
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http://www.fanmaps.net/zunnie/images/flamerushanyone.jpg
http://www.fanmaps.net/zunnie/images/FLAMERS11.PNG
http://www.fanmaps.net/zunnie/images/loltanks.png
http://www.fanmaps.net/zunnie/images/alotoftankslol.png
http://www.fanmaps.net/zunnie/images/Getting_Ready.JPG
http://www.fanmaps.net/zunnie/images/Attacking_AGT.PNG
http://www.fanmaps.net/zunnie/images/ScreenShot18.png
http://www.fanmaps.net/zunnie/images/ScreenShot401.jpg
http://www.fanmaps.net/zunnie/images/stankrushmassivelol.jpg
http://www.fanmaps.net/zunnie/images/stealthorca.jpg
http://www.fanmaps.net/zunnie/images/flamers.JPG
http://www.fanmaps.net/zunnie/images/ScreenShot49.png
http://www.fanmaps.net/zunnie/images/clp12.jpg

Subject: Removing/editing Vehicle limit?
Posted by Creed3020 on Mon, 14 Feb 2005 22:16:33 GMT
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zunniewww.fanmaps.net/zunnie/images/flamerushanyone.jpg

http://www.fanmaps.net/zunnie/images/FLAMERS11.PNG
http://www.fanmaps.net/zunnie/images/loltanks.png
http://www.fanmaps.net/zunnie/images/alotoftankslol.png
http://www.fanmaps.net/zunnie/images/Getting_Ready.JPG
http://www.fanmaps.net/zunnie/images/Attacking_AGT.PNG
http://www.fanmaps.net/zunnie/images/ScreenShot18.png
http://www.fanmaps.net/zunnie/images/ScreenShot401.jpg
http://www.fanmaps.net/zunnie/images/stankrushmassivelol.jpg
http://www.fanmaps.net/zunnie/images/stealthorca.jpg
http://www.fanmaps.net/zunnie/images/flamers.JPG
http://www.fanmaps.net/zunnie/images/ScreenShot49.png
http://www.fanmaps.net/zunnie/images/clp12.jpg

Perfect examples of why not to change the limit.

Subject: Removing/editing Vehicle limit?
Posted by zunnie on Mon, 14 Feb 2005 23:27:04 GMT
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The server is full alot so alot of people think different
Its just fun, its not original renegade no i agree with that but this is one of the reasons people like it too.

Subject: Removing/editing Vehicle limit?
Posted by genetix on Tue, 15 Feb 2005 04:39:21 GMT
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What would work well is if the scripts first on startup read a config file to see if auto-vehicle limit config was set to on. Then if it was a script would see if a connection couild handle more vehicles. If it could then the server checks the player limit. Then throw in some math and raise/lower the limit accordingly.

That would work well and as long as it was ONLY run when the server first started up it wouldn't slow anything down. Except because of the new vehicles but if the server can handle it why not?

Subject: Removing/editing Vehicle limit?
Posted by csskiller on Tue, 15 Feb 2005 04:49:30 GMT
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Rofl Zunnie if that flame rush ever happend to me, it would crash my crap 64 mb integrated video card. >_<

Subject: Removing/editing Vehicle limit?
Posted by mac on Tue, 15 Feb 2005 12:05:27 GMT
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zunnie's vehicle hack changes the vehicle presets to the single player models, which have no vehicle limit attached to the engine. It only works for specific vehicles.

You cannot change the vehicle limit with this.

The only way is to change the engine. It's possible, but it needs a client change. And that is why we are not doing it.

Subject: Removing/editing Vehicle limit?
Posted by xptek on Thu, 17 Feb 2005 04:38:17 GMT
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ghostSWTmacNot possible without a client change, and we're not going to lock out non core patch users .. they wouldn't be able to buy vehicles any more.. not true, ther is a server called -RG-FANMAPS.NET [UltraAOW with no vehecle limit at all, I don't see why that can't be moded to include a set limit.

Once the number of vehicles reaches eight the client displays the "limit reached" icon regardless of what the server's limit is. You could most likely patch the client, but that would create an unfair advantage for players with the patch.

Subject: Removing/editing Vehicle limit?
Posted by matty3k10 on Sun, 20 Feb 2005 13:33:11 GMT
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Actually it works for all vehicles... All you have to do is set the Vehicle team type to unteamed...But then again I think the buggy and humvee didnt work when you did this they would just blow up.

Subject: Removing/editing Vehicle limit?
Posted by TankClash on Mon, 21 Feb 2005 19:05:20 GMT
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C&C Renegade maps are way to small to hold a vehice limit over 7.

Subject: Removing/editing Vehicle limit?
Posted by EA-DamageEverything on Tue, 22 Feb 2005 01:20:44 GMT
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The original maps made by Westwood are a bit too small, but there are enough Fanmaps which are big enough for rushes with 15 or more vehicles. think of Afghanistan, Roleplay (ok, not really C&C mode), Colossus2r1 and many more...

But we dont need the Limit-Hack, because due to the fact we have the vehicle wreckages, we can rush with more than 6 or 8 vehicles...

Just buy a med, wreck it, then buy the next and so on....

OT: Isn´t it that Renegade was originally set up to= max 64 Infantry and max 16 vehicles in one game? I saw some servers with 127 slots....