
Subject: Fix tankwreck bug.
Posted by [zeph](#) on Fri, 01 Apr 2005 17:44:22 GMT
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For god's sake, fix the tankwreck bug.

I just came from a server where a certain newbie called -=uT=-|cAmpa was doing this shit all hourglass, just to get MVP.

Subject: Fix tankwreck bug.
Posted by [RTsa](#) on Fri, 01 Apr 2005 20:37:41 GMT
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Well, for one, I'm not sure what you're talking about...anyways, I guess it's in the SSAOW scripts. This might be what you were talking about, but here I go:
Wrecked tanks don't decrease the tank limit.
So if you wreck some light tanks for example (you can have 8 wrecks for example) Then you buy some flamers and stanks and artys...and repair the light tanks again. So you have more tanks than what the limit is.
Maybe you were talking about this, but if not: also correct this if possible

Subject: Fix tankwreck bug.
Posted by [Sniper_De7](#) on Fri, 01 Apr 2005 21:47:31 GMT
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He's talking about the bug where when a damaged tank dies, and it respawns as the broken one, you can repair it for points (in some servers) The server "auf maul's gibe" or however u name it, has it so that they can blow up their tanks and repair it for points or for a win. Childish and n00bish, yes, and you'd think they'd do something about it (the admins) only that the admins participate in it, so it's like playing 30 minutes of under, only to lose because some retard can repair a dead med for the whole game. But ofc there are fixes just they don't either know about it or would rather cheat and win.

Subject: Fix tankwreck bug.
Posted by [Spoony_old](#) on Fri, 01 Apr 2005 22:14:42 GMT
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just make the wrecks neutral.

this would fix two problems: the one de7 and zeph mentioned where players pointwhore off them, and the fact if an enemy steals one of your tanks and you wreck it, you can't destroy the wreck.

Subject: Fix tankwreck bug.

Posted by [IRON FART](#) on Fri, 01 Apr 2005 23:27:13 GMT

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I don't know if this is a bug also, but it should be fixed anyway:

I've played on a few servers running CP1. A GDI tank gets destroyed, but it can still be repaired and saved. On those servers I played on, you could never save a Nod tank.

I don't know how this became the case, but CP2 hould be fixed so if saving destroyed vehicles (I don't know the proper name for it) is enabled, it is enabled for both sides.

Subject: Fix tankwreck bug.

Posted by [zunnie](#) on Sat, 02 Apr 2005 00:49:36 GMT

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Buggies
Hummers
GDI APC
Light Tanks
Medium Tanks
Orcas
Chinooks

These are the only vehicles that have "wreckages" for them. All other vehicles in renegade dont have a "Wreckage".

Subject: Fix tankwreck bug.

Posted by [flyingfox](#) on Sun, 03 Apr 2005 01:08:28 GMT

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couldn't someone model, say, a mammoth wreckage and assign it to spawn when the mammoth is destroyed?

Subject: Fix tankwreck bug.

Posted by [PhrozenUnit](#) on Sun, 03 Apr 2005 01:09:45 GMT

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Nope. You'd need to create a new preset and kill out all of the non patched versions.

Subject: Fix tankwreck bug.

Posted by [WNxCABAL](#) on Sun, 03 Apr 2005 01:55:21 GMT

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flyingfoxcouldn't someone model, say, a mammoth wreckage and assign it to spawn when the mammoth is destroyed?
if some had the model of that wreckage and some didn't, it would cause (at best guess) those people who don't have it to crash.

Subject: Fix tankwreck bug.
Posted by [Jzinsky](#) on Sun, 03 Apr 2005 02:43:13 GMT
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You shouldn't get points of saving a tank, and you should only get points from repairing a tank once you've claimed it for your side, in which case you can't damage it under friendly fire..

Subject: Fix tankwreck bug.
Posted by [stealthkiller](#) on Sun, 03 Apr 2005 04:04:13 GMT
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zunnieBuggies
Hummers
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Light Tanks
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These are the only vehicles that have "wreckages" for them. All other vehicles in renegade dont have a "Wreckage".
I think mummies can be "wrecked" also. In one server, the wf was about to go down, so I bought a mammy. The nuke landed right when the mammy came out, and it was wrecked, but I managed to repair it and save it.

Subject: Fix tankwreck bug.
Posted by [Aircraftkiller](#) on Sun, 03 Apr 2005 11:37:38 GMT
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There is no wrecked Mammoth Tank model.

Subject: Fix tankwreck bug.
Posted by [zunnie](#) on Sun, 03 Apr 2005 14:21:29 GMT
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stealthkillerzunnieBuggies
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I know what you mean, i modded it a bit so it spawns a "Decoy" model, its not actually a Wreckage but you cant get in until you repair it.

Subject: Fix tankwreck bug.
Posted by [Chronojam](#) on Sun, 03 Apr 2005 19:12:48 GMT
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Isn't there an Apache and Hovercraft too?

Subject: Fix tankwreck bug.
Posted by [Naamloos](#) on Sun, 03 Apr 2005 19:20:17 GMT
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Yes... And turrets to.

Subject: Fix tankwreck bug.
Posted by [flyingfox](#) on Tue, 05 Apr 2005 00:34:17 GMT
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zunnie

I know what you mean, i modded it a bit so it spawns a "Decoy" model, its not actually a Wreckage but you cant get in until you repair it.

what a splendid idea! could people add this script to their server if they use the ssaow mod please. also did you do it for the stealth tank?

Subject: Fix tankwreck bug.
Posted by [trunkskgb](#) on Tue, 12 Apr 2005 20:34:33 GMT

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I think all those wrecked vehicles should be taken away. Don't really need them, plus they just make Rene run worse.

Subject: Fix tankwreck bug.
Posted by [Kanezor](#) on Wed, 13 Apr 2005 10:38:44 GMT
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It doesn't make Renegade run worse if you're running Renegade on a halfway decent machine.

Subject: Fix tankwreck bug.
Posted by [EatMyCar](#) on Sun, 17 Apr 2005 16:57:04 GMT
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trunkskgl think all those wrecked vehicles should be taken away. Don't really need them, plus they just make Rene run worse. They never affected my FPS/Ping, i say add the rest of the wrecks. for the Orca/Apache and the Chinooks, too, just have them descend to the ground before exploding. and it is useful to repair them. ORCAs are terribly expensive, and it would be nice, seen as they are so easily killed by n00bjetters...

Subject: Fix tankwreck bug.
Posted by [Renx](#) on Sun, 17 Apr 2005 18:27:43 GMT
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It would look stupid seeing a wrecked orca falling out of the sky. It would just spawn and fall straight down along side the driver..

Subject: Fix tankwreck bug.
Posted by [EatMyCar](#) on Mon, 18 Apr 2005 00:06:45 GMT
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BUT, it would be hilarious to see it smash into somebody on the ground.

Subject: Fix tankwreck bug.
Posted by [trunkskgl](#) on Wed, 20 Apr 2005 01:44:59 GMT
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trunkskgl think all those wrecked vehicles should be taken away. Don't really need them, plus they just make Rene run worse.

I thought this topic was about the animations.

Anyway, I don't like this addition or whatever it is. I was on Complex the other day. We rushed and took thier Airstrip and Refinery. When we rushed again, they had 3 Medium Tanks. I think it's stupid. You work well as a team to prevent them from making vehicles, then they can just take yours when you lose it.

If you think about it, if you have a stolen vehicle, yourself and others are proned to camping because you dont wanna lose it. Therefore making more camping and pointwhoring going on.

Subject: Fix tankwreck bug.

Posted by [Chronojam](#) on Wed, 20 Apr 2005 08:09:12 GMT

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The problem is that most servers have them show up as YOUR team when they die, so you cannot C4 them or attack them to disallow enemy capture. Unless the enemy is stupid enough to attack it, it's guaranteed to become theirs!!

Subject: Fix tankwreck bug.

Posted by [trunkskgb](#) on Wed, 20 Apr 2005 22:01:51 GMT

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ChronojamThe problem is that most servers have them show up as YOUR team when they die, so you cannot C4 them or attack them to disallow enemy capture. Unless the enemy is stupid enough to attack it, it's guaranteed to become theirs!!

I know what you mean, my APC became neutral and I decided to buy a Med Tank. I couldnt use C4's to blow it up

Subject: Fix tankwreck bug.

Posted by [Jzinsky](#) on Fri, 22 Apr 2005 23:31:52 GMT

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An apache wreck would be good, especially if you could get the trajectory right, i.e. it didn't just drop. Also it hitting the ground should cause damage so if it was too high it would just explode anyway.

Yes they should become neutral too...

Subject: Fix tankwreck bug.

Posted by [flyingfox](#) on Sun, 24 Apr 2005 02:24:45 GMT

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good idea about the damage thing. I think there are some apache-related cinematic scripts available for single player? well it would be difficult, but you could perform a script that when the apache dies, it plays a cinematic that flies it from its current place in a diagonal to the ground and becomes a wreck when it touches the ground. or have the apache die as normal, but have the death trigger a separate cinematic that sends a new apache hurling to the ground from somewhere off the screen, becoming a wreck (it would have to be at around the same area to be of use).

Subject: Fix tankwreck bug.

Posted by [Jzinsky](#) on Mon, 25 Apr 2005 13:39:26 GMT

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Just have a quick animation of the wrecked craft spinning, also have it keep momentum but drop too until it hits the floor. Suerly it can have that kind of collision detection?

Subject: Fix tankwreck bug.

Posted by [EatMyCar](#) on Tue, 03 May 2005 00:41:56 GMT

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Or you could replace the CHinook wrecks, and the Apache/Orca wrecks with 4 extra vehicles. (Mamm, MLRS, FTNK, STANK.)
