
Subject: weird building destruction problems..
Posted by [blinky_182](#) on Thu, 26 May 2005 03:46:49 GMT
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Ok I was playing on the AOW 12v12 server (don't exactly know the name). The map was walls and I was GDI and I managed to get in the Nod airstrip and had C4ed the mct. (note: I DID have both timed and remotes on, not overlapping at all) After 30 secs the first timed blew, so I then blew the remotes, but the building was left with 1 1/2 bars of health.... I decide to leave the game once the map was over and rejoin...

I join the same server again and its on vocanoe I was GDI, got to airstrip, I made sure taht my c4 was not stacked at all, but it is left with 1 1/2 bar once again.

Now in both cases I was not seen, Nod could not have repaired as I blew them at the same time, nor was anyone disarming them. And yes I was a hotwire. :rolleyes:

If any explanation can be provided I thank you, this has never happened to me before nor have I heard of it.

Subject: weird building destruction problems..
Posted by [csskiller](#) on Thu, 26 May 2005 04:27:17 GMT
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First server I could think of that is 12 vs 12 is Xphaze.

As for you problem I have no clue why that would be.

Subject: weird building destruction problems..
Posted by [\[RG\]Aslyfox](#) on Thu, 26 May 2005 15:40:26 GMT
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No, we have a 6v6 Aow server and a 13v13 marathon server.
If you have installed any new thing to renegade lately, try removing it, and see if it still does this, and try it in multiplayer practise also

Subject: weird building destruction problems..
Posted by [Kanezor](#) on Thu, 26 May 2005 16:58:37 GMT
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There's three possible explanations:

- 1) One of your timed C4s was either on top of another C4 which blew before that C4 making it disappear (and thus wasted)
- 2) One of your timed C4s was NOT placed on the MCT (blame lag, usually), thus making it cause VERY little damage

3) An engineer or technician repaired it just enough to keep the building alive ... I do this sometimes when in a hurry and don't have time to repair it all the way

Subject: weird building destruction problems..
Posted by [blinky_182](#) on Fri, 27 May 2005 03:37:03 GMT
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It seems to be better now. This has never happened and I don't know what could have caused it, I haven't added anything as of late, so it was just a wierd thing...
