Subject: Army attack on public server
Posted by w0dka on Sun, 05 Mar 2006 11:11:54 GMT
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Yes... i rarely play on FnFalls Marathon Server and discover there a nice strat for big games... (15vs15) Someone buys a Medium tank and destroy it... the Med is no only a pile of metall but can be repaired to a Med and not count to vehicle limit. So if you repeat this you can create a med-graveyard of 15-20 meds that now can rep and attack the enemy base... if 15 med's firing the obi on hourglas obi get toasted in a few seconds... now:
1: is there a good strat to stop such a attack?
2: Cheating or not?

Subject: Re: Army attack on public server
Posted by RTsa on Sun, 05 Mar 2006 11:41:43 GMT
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Nothing new really, but..

Most likely you'd get some b00n destroy your trashed medium tanks. If however you'd actually get 15 medium tanks rushing together at the enemy base it would probably be a successful rush destroying a few structures at least. I don't play on servers with tank wreckages too often, but every time I do, someone wants to do this at some point and there're always people who destroy the tanks or repair them too early or whatnot. And that pretty much screwes your plan.

Cheating or not? Bug abusing at least. Whether or not that gets you a kick is really dependant on the server policy.

Subject: Re: Army attack on public server
Posted by w0dka on Sun, 05 Mar 2006 12:51:27 GMT
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if the map lasts really long and everyone wants a mapchange... they stop destroying them and also teamplay increase massively
i love this server...the only Problem is that my hate-map Field is without good rush or timelimit really boring because usually one side wins after they had more people because of leavers.

Subject: Re: Army attack on public server
Posted by flyingfox on Mon, 13 Mar 2006 19:55:47 GMT
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I think this is definitely an abuse of the 'wreckages' mod. As far as I know, the mod was never created so that teams could get more vehicles than their vehicle limit allows.

However, since the mod makers haven't corrected this issue, it would seem that they either can't correct it or don't mind the exploit. If the wreckes were counted in as vehicles for the team whose wreckage it is (i.e. a team's vehicle limit doesn't go down until their former-vehicle-now-wreckage is destroyed), then people wouldn't be able to do these exploits. It's unethical at best, and not something you should post as a tactic...

Subject: Re: Army attack on public server
Posted by Whitedragon on Tue, 14 Mar 2006 02:42:35 GMT
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This is called massing.
It is NOT a bug, in fact it encourages teamwork. It is fully supported by myself, the current main coder of SSAOW, and vloktboky, the original creator of the vehicle shell feature.

Subject: Re: Army attack on public server
Posted by w0dka on Fri, 17 Mar 2006 14:01:02 GMT
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Whitedragon wrote on Mon, 13 March 2006 20:42This is called massing.
It is NOT a bug, in fact it encourages teamwork. It is fully supported by myself, the current main coder of SSAOW, and vloktboky, the original creator of the vehicle shell feature.

i quote you next kickvote ^^

Just a little question... can anyone modify this that all vehicles let a wreckage on destruction?

Subject: Re: Army attack on public server
Posted by danpaul88 on Sat, 18 Mar 2006 11:47:39 GMT
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I think the reason some vehicles dont leave wreakage is that there is no wreaked version of the vehicle in renegade for it to use, so no, its not possible to make all vehicles drop wreakage in this case...

(I may be wrong though...)

Subject: Re: Army attack on public server
Posted by Nightma12 on Sat, 18 Mar 2006 23:32:05 GMT
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there is an orca wreckage though

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y dousnt the wreckage fall to the ground?

Subject: Re: Army attack on public server
Posted by danpaul88 on Sun, 19 Mar 2006 11:18:59 GMT
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because I think it would get stuck in the air where the orca died, due to the fact it is not technically a vehicle, and has no wheel bones etc....

At least thats what used to happen when I had the cargo plane dropping off turrets ^^ (dont ask why, it was funny at the time though)

Subject: Re: Army attack on public server
Posted by MrWiggles on Tue, 21 Mar 2006 01:51:53 GMT
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w0dka wrote on Sun, 05 March 2006 05:11Yes... i rarely play on FnFalls Marathon Server and discover there a nice strat for big games... (15vs15) Someone buys a Medium tank and destroy it... the Med is no only a pile of metall but can be repaired to a Med and not count to vehicle limit. So if you repeat this you can create a med-graveyard of 15-20 meds that now can rep and attack the enemy base... if 15 med's firing the obi on hourglas obi get toasted in a few seconds... now:
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 you absolutely MUST 100%, use cheats to stop it, there is no other way.

Subject: Re: Army attack on public server
Posted by Adad on Tue, 21 Mar 2006 12:09:54 GMT
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MrWiggles wrote on Tue, 21 March 2006 09:51w0dka wrote on Sun, 05 March 2006 05:11Yes... i rarely play on FnFalls Marathon Server and discover there a nice strat for big games... (15vs15) Someone buys a Medium tank and destroy it... the Med is no only a pile of metall but can be repaired to a Med and not count to vehicle limit. So if you repeat this you can create a med-graveyard of 15-20 meds that now can rep and attack the enemy base... if 15 med's firing the obi on hourglas obi get toasted in a few seconds... now:
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 you absolutely MUST 100%, use cheats to stop it, there is no other way.

Yes there is, and it's called camping.
I played a game that I'm on Nod and tried to rush with 12 Light Tanks but failed horribly. Why? Because all GDI players were camping.

Subject: Re: Army attack on public server
Posted by Kamuix on Tue, 21 Mar 2006 19:25:11 GMT
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I caught these guys camping.

File Attachments
1) 2-cozy-campers.jpg, downloaded 491 times

Subject: Re: Army attack on public server
Posted by Ma1kel on Tue, 21 Mar 2006 21:17:57 GMT
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gom brun them bitches

Subject: Re: Army attack on public server
Posted by Lijitsu on Tue, 21 Mar 2006 22:04:36 GMT

Adad wrote on Tue, 21 March 2006 07:09Because all GDI players were camping.
If they were in their base, it's called defending. There's a differance between camping and defending. Defending is where you sit in your base and kill anything that attacks it. Camping, is sitting in one spot on the map, usually on a path to your base, and killing any enemy you find.

Subject: Re: Army attack on public server
Posted by Dover on Sun, 26 Mar 2006 20:51:02 GMT

I don't think you can camp in Renegade and not call it "Defending". "Camping" is more of a Counter-Strike term.

Subject: Re: Army attack on public server
Posted by Greathobo on Sun, 16 Apr 2006 02:40:56 GMT

Lol, you want to beat it? 3 or 4 nukes would do. I was in such a rush. 13 Mediums went in. I lagged behind because I saw the nukes. 12 tanks were destroyed. I finished off the Obelisk and one turrent. Then, my tank died, the shell was destroyed, and I went dancing with a couple of Kanes. I lost, of course.

Subject: Re: Army attack on public server
Posted by Dover on Sun, 16 Apr 2006 03:40:46 GMT

...?

How would nukes stop such a rush? What kind of dumbass rushers driver directly over a nuke and stand there?!?!

The best example would be hourglass. Assuming the oblisk is down, you don't go into their base, you bombard it from their side of the hill. Nobody can get close enough to plant a nuke.

Subject: Re: Army attack on public server
Posted by Greathobo on Sun, 16 Apr 2006 20:40:30 GMT

It was on Field. Three nukes were placed in the bottleneck between the first turret, the Hand of Nod, the second turret, and the Obelisk. The rush went in. I lagged behind and shot the Obelisk.

Subject: Re: Army attack on public server
Posted by havoc9826 on Sun, 16 Apr 2006 23:08:54 GMT
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Masses can fail or succeed, and this is contingent upon two things: the amount of teamwork the massing team has, and how much advance notice of the rush the defending team gets by spotting the shells early. Rushes involving masses are quite common over at Black-Cell Marathon, and so are mass defenses. Here are a couple links to posts with screenshots of record numbers of mass shells:
 http://ircd2.lomag.net/~wtdragon5/forum/index.php?showtopic= 1638&st=945&#entry60773
In this first one, an admin made noobernxc fly so that he could take the screenshot.
 http://ircd2.lomag.net/~wtdragon5/forum/index.php?showtopic= 1638&view=findpost&p=66001
In this one, you can see a chinook dropping an artillery; this is part of Black-Cell's !buyveh command, which lets your team buy one vehicle every 2 minutes to surpass the limit, as long as the wf/strip is alive.

I also have a couple of Fraps videos. The first one is of a thwarted 8-light tank rush, and the second is a successful 8-medium + 2 mammoth tank rush. Here are the links:
 http://bcserv5.black-cell.net/~pub/havoc9826/thwarted%20ligh t%20mass%20rush.wmv - 10.3 MB
 http://bcserv5.black-cell.net/~pub/havoc9826/successful%20me d%20mass%20rush.wmv - 13.2 MB

Subject: Re: Army attack on public server
Posted by Dave Mason on Sun, 16 Apr 2006 23:23:20 GMT
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"Camping", like it or not, is a tactic. It's a way to get kills/points in most if not every FPS, just like rushing. It gets the job done and people find it effective.

Whinging about campers is merely an excuse for your inadequacies.

There are ways of killing campers no matter where/what they're doing and how they're doing it. If you can't find a single way to stop them then it's your problem.

Subject: Re: Army attack on public server
Posted by ripred999 on Fri, 19 May 2006 16:54:02 GMT
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