
Subject: plans for another core patch?

Posted by [Spoony](#) on Mon, 18 Jun 2007 16:24:57 GMT

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There are still a few things could use fixing...

- the one-man reffhop exploit for Nod on Field (discovered relatively recently, so I don't think it was always possible)
 - harvesters ceasing to move after they respawn once the Nod pp is gone
 - Nod harvester getting stuck on the tank trap on Walls Flying - doesn't happen often, but when it does, gg for Nod
 - harvesters getting stuck on the rocks in the tib field on Under
-

Subject: Re: plans for another core patch?

Posted by [Spoony](#) on Tue, 19 Jun 2007 12:13:52 GMT

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also,

- nod vehicles being momentarily visible at the moment they're purchased, no matter where you are on the map... why the hell does that happen anyway?
-

Subject: Re: plans for another core patch?

Posted by [Yrr](#) on Tue, 19 Jun 2007 13:31:43 GMT

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Spoony. wrote on Mon, 18 June 2007 18:24- harvesters ceasing to move after they respawn once the Nod pp is gone

Do you mean the invisible harvester?

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Don't know what you mean. Where do you see them?

Subject: Re: plans for another core patch?

Posted by [Spoony](#) on Tue, 19 Jun 2007 13:55:22 GMT

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that's fixed, but that was only 25% of the problem.

Before that was fixed, when the Nod pp was destroyed and the harvester spawned thereafter, one

of the following would happen depending on the map:

- the harvester would move and collect+deposit tiberium normally, but would be invisible (mesa)
- the harvester would get dropped off on the airstrip and not move an inch (everything except mesa, IIRC), as well as being invisible

The invisibility has been fixed, its immobility hasn't.

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You sometimes see them for a fraction of a second, even if you're nowhere near the airstrip. It permits you to know what Nod's just bought, which let's be honest is pretty crappy. Yes, you can sometimes discern what Nod's buying by looking at the plane, but you shouldn't if you're on the other side of the map.

Subject: Re: plans for another core patch?

Posted by [Ghostshaw](#) on Tue, 19 Jun 2007 14:12:43 GMT

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Yes a CP3 is in the works, no we don't know exactly what will be in it and when it will be done.

-Ghost-

Subject: Re: plans for another core patch?

Posted by [havoc9826](#) on Tue, 19 Jun 2007 15:26:38 GMT

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Spoony. wrote on Tue, 19 June 2007 06:55Yrr wrote on Tue, 19 June 2007 08:31Spoony. wrote on Mon, 18 June 2007 18:24- harvesters ceasing to move after they respawn once the Nod pp is gone

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From February of last year:

[00:28:53] <havoc9826> hey cc

[00:28:57] <havoc9826> why is it for like 100 ms

[00:29:02] <havoc9826> you see a vehicle at 0 0 0

[00:29:05] <havoc9826> before it ends up in the cargo plane

[00:29:14] <havoc9826> lke on city, if someone buys a stank

[00:29:39] <havoc9826> i see it under the bridge for .1 seconds

[00:29:45] <havoc9826> then it goes into the cargo plane

[00:32:47] <~ccfan4326> all vehicles are spawned at 0 0 0 and then moved iirc

[00:36:57] <%FX> so

[00:37:00] <%FX> wait

[00:37:00] <%FX> no

[00:37:00] <%FX> ?

[00:37:05] <%FX> it's a new thing for me

[00:37:12] <%FX> and i've only experienced it on BC

[00:37:14] <havoc9826> so there's no way to make us not see them? o.O

[00:37:21] <~ccfan4326> oh, right, usually the vehicle have a script that are attached to them that make them invisible, but jonwil's scripts remove that to fix a bug with the invisible script not being removed from the harv

[00:37:23] <%FX> you can even shoot them if you're fast enough

[00:37:32] <havoc9826> on islands i see them spawn by the gdi tunnel arch

[00:37:35] <~ccfan4326> so you'll only see nod tanks at 0 0 0

[00:37:39] <havoc9826> yeah

If he's right, both of those problems are intertwined.

Subject: Re: plans for another core patch?

Posted by [CarrierII](#) on Tue, 19 Jun 2007 15:48:13 GMT

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Errm.

CAn you add a "GDI harvester destroyed" sound? (And one for Nod)

It's just you get "GDI harvester under attack... then you can't tell (without looking) whether or not it was destroyed, just thought it would be nice.

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Posted by [Yrr](#) on Tue, 19 Jun 2007 18:55:08 GMT

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The harvester bug is fixed in Resurrection.

The second problem is caused by Custom Scripts, as havoc9826 already pasted. (btw, RR removes the change of Custom Scripts, so it fixes that too)
