
Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Tue, 05 Mar 2002 01:50:00 GMT
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Hello, I have to destroy the Temple of Nod in the level I'm in. The objective states I should place an Ion cannon beacon near the temple but I don't have any! I've searched all buildings but I am afraid I overlooked something. Does anyone know where to find the beacon?? tnx!

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Tue, 05 Mar 2002 02:39:00 GMT
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just destroy all the other stuff, repair facility, power etc. then kill the 2 stealths and walk or drive up to the temple. you don't actually place a beacon, as soon as you go up to the temple and pick up the prizes that show up, it cuts to video and your done with that mission

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Tue, 05 Mar 2002 04:37:00 GMT
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I must say the thing I hate the most, must be people stealing your tank. I have tried it quite a few times when no-one wants to repair your tank and you jump out to repair it yourself. Then someone jumps in your tank and keeps calling that someone should repair the tank. And then drives into the sunset not caring about just wanting him to get out. So now I never get out when others are close by the temptation seems to be too big for most people.

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Tue, 05 Mar 2002 05:25:00 GMT
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Yeah, big problem that. What I want to see is a repair bay. C&C:1 had them, so why not Renegade? I mean, come on, its not like the things are high poly or anything. They're basically just big raised hexagons.

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Tue, 05 Mar 2002 05:27:00 GMT
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I'll vote for that too, Service Bay .

Subject: Destroying Temple of Nod

Posted by [Anonymous](#) on Tue, 05 Mar 2002 05:54:00 GMT

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If there is no repair bay in order to promote teamwork, then remember that repairs from the repair bay cost. If this was used in Renegade then it would still be more advantageous to have an engy/Tech/hotwire repair you. (So you didn't have to trawl all the way back to base in your slow-ass mammoth, and didn't have to pay for it.) Possibly people might park on the repair bay and try to defend the base from it, thus unintentionally depriving other team-mates from using it, but couldn't you make it so that there was a time frame in which you could re-use the bay, and when you're done repairing, your vehicle auto-drives off it like it does with the factory/airstrip? Just a few thoughts

Subject: Destroying Temple of Nod

Posted by [Anonymous](#) on Tue, 05 Mar 2002 06:14:00 GMT

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How about to apply Lock/Unlock keys? if you locked your tank, teammates never allow to steal your tank. if you unlocked, teammates can steal your tank.

Subject: Destroying Temple of Nod

Posted by [Anonymous](#) on Tue, 05 Mar 2002 06:24:00 GMT

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Yes, I have been thinking about some unlock function too. It could work so that the tank was locked to you until you died, if your tank still was alive it would be unlocked. Of course you should be able to unlock it yourself.

Subject: Destroying Temple of Nod

Posted by [Anonymous](#) on Tue, 05 Mar 2002 06:27:00 GMT

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Don't all tank drivers have a key for their tank?

Subject: Destroying Temple of Nod

Posted by [Anonymous](#) on Tue, 05 Mar 2002 07:53:00 GMT

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If u lock your tank u can leave it at the enemy base lock it get out place c4, your tank will still be waiting caus the enemy doesnot have the key. If u want to put a lock function on it u cant steal tanks from your enemy.

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Tue, 05 Mar 2002 08:14:00 GMT
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How do i lock it then lol?

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Tue, 05 Mar 2002 09:43:00 GMT
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Hey what i mean 'key' is keyboard keys. For example if 'P' is for lock/unlock key, Press P to lock ur tank and press P to unlock ur tank. Lock/unlock applied only for teammates. Enemy still can steal & destroy ur tank ignoring ur lock/unlock key. [March 05, 2002: Message edited by: SSFAN]

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Tue, 05 Mar 2002 09:46:00 GMT
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LOL isnt it the greatest tank stealer him self .. u stole 3 tank in 1 game from me kallekut2!!! you are just sad

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Tue, 05 Mar 2002 09:58:00 GMT
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i think its good u can steal a enemy tank ... its great fun too if you are a stealth black hand and steal a mammoth when someone is repairing it its only to bad that some ppl steal tanks from there team mates (like kallekut2)

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Tue, 05 Mar 2002 10:02:00 GMT
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It surprised me yesterday when someone actually asked to use my vehicle, I did not need it anymore anyway, so i let him have it, but i thought it was pretty cool he had asked before he took it.

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Tue, 05 Mar 2002 10:05:00 GMT
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Well, maybe they should have a function where you can self-destruct the tank. That way when the stealer steal it, the original owner can blow it. But I vote for a repair bay.

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Tue, 05 Mar 2002 10:08:00 GMT
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quote:Originally posted by Monkey_in_Vegas:Well, maybe they should have a function where you can self-destruct the tank. That way when the stealer steal it, the original owner can blow it. But I vote for a repair bay.Haha that would teach the guys who steal ya tank etc!!! but repair bay gets my vote!

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Tue, 05 Mar 2002 10:15:00 GMT
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the real lame tank stealers just wait @ the factory/airstrip ... there is nothing u can do

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Tue, 05 Mar 2002 10:25:00 GMT
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i vote for the repair bay too, great idea and it sticks to the original c&c theme. also, i think there should at least be a lock on newly purchased vehicles for a period of time to allow the original purchaser a chance to get in the vehicle before someone steals it. also, what about repair vehicles? something an engine could buy and repair other vehicles with. i know it's from red alert 2 but i like that idea too..

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Tue, 05 Mar 2002 10:29:00 GMT
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If someone block the entrance of Repair bay, other teammates say "Get out ass, i need to repair my tank".The guy who block the entrance say "Give me one tank or I never move".lol

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Tue, 05 Mar 2002 10:36:00 GMT
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repair pad? why do we need that? we got the engeneer right? i think a autolock on tanks for team

members would be great. but only on public games ... clan games dont need that

Subject: Destroying Temple of Nod

Posted by [Anonymous](#) on Tue, 05 Mar 2002 10:44:00 GMT

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Then just run over his tank =)

Subject: Destroying Temple of Nod

Posted by [Anonymous](#) on Tue, 05 Mar 2002 10:49:00 GMT

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Don't forget the topic : Stealing your teammates tanks. [March 05, 2002: Message edited by: SSFAN]

Subject: Destroying Temple of Nod

Posted by [Anonymous](#) on Tue, 05 Mar 2002 11:34:00 GMT

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I call this MVP syndrome. People steal tank, hope they can do damage to the enemy base with the tank and get points before they are destroyed.

Subject: Destroying Temple of Nod

Posted by [Anonymous](#) on Tue, 05 Mar 2002 13:10:00 GMT

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Yes, fortunatly only one time has someone tried to take mine, and he got out when I told em to. I think at the least that you should be the only person who can get into a vehicle you buy until you get in it. That way people can't just sit at the airfield and stuff to take your tank. And theres nothing better than the satisfying boink sound you get from a Black Hand sneaking behind a Mammoth, taking it over, and running over the former owner.

Subject: Destroying Temple of Nod

Posted by [Anonymous](#) on Tue, 05 Mar 2002 14:23:00 GMT

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Mash down the hotkeys for "GET OUT OF THE VEHICLE" until it floods the server.

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Tue, 05 Mar 2002 15:13:00 GMT
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i had major issues with ppl taking my tanks in the demo, mainly cuz they were total newbs. but now with the real game its not that big of a problem. Whenever someone takes one of my tanks i just shot at them with my pistol and they get the idea and jump out. But the "Get out of the vehicle" voice command seems to work just as well. sometimes if i am Hotwire/technician and have amasses like 4k while setting mines everywhere and have no intention of stopping i will make some tanks and tell everyone they are free to take them, always seems to make thier days.

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Tue, 05 Mar 2002 15:15:00 GMT
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There is a time limit on newly built vehicles. If you don't get in after 30 seconds though, then it's fair game.

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Tue, 05 Mar 2002 15:22:00 GMT
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I agree that this is a big problem. Having keys is not the best idea, cause I find it fun stealing enemy tanks when they build them. There really is no good way to make it so people can't steal tanks.

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Tue, 05 Mar 2002 15:23:00 GMT
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I was under the impression that there already was a lock on ur vehicles when you first buy them. I dunno if it's different in the real game, but in the demo I witness many newbies standing around the factory/airstrip trying frantically to steal other ppl's vehicles, and they can never get in. Also, I personally am against the repair bay idea. It would cause alot less teamwork in this mainly teamwork oriented game. Additionally, it lends itself to certain cheap tactics such as sitting on the repair bay while driving off enemy forces. I like the lock vehicle against teammates idea alot, mainly because I get my vehicle stolen quite often by my stupid newbie teammates. [March 05, 2002: Message edited by: Konfuzed]

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Tue, 05 Mar 2002 15:24:00 GMT

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They put in a command for people to change Driver/Fire Control.They could give another command for people to lock vehicle against allies (30 seconds) or not to lock the vehicle.

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Tue, 05 Mar 2002 19:00:00 GMT
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I just get annoyed when I'm in a vehicle, jump out to save a friendly building, and while I'm battling to keep the building alive some ***** steals my tank... at any other time I can handle it, but when I have to toss up between losing my tank and my team losing a building It just ****es me off when someone who has no idea how to use the vehicle effectively steals a vehicle I could have used well.

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Tue, 05 Mar 2002 19:38:00 GMT
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Isn't there a time period when only you can get the tank you paid for?When a guy gets in a tank don't asume the worst. I was at our base, as engineer driving tank, got back to heal, hopped out, healed and a guy hopped in, as I finished heal he hopped out.Very smart move - made sure no enemy could steal (base was pretty secure but hey, you never know).So if a guy hops in, give him a chance before concluding he is stealing.

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Tue, 05 Mar 2002 19:45:00 GMT
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I usually say "Get out of my X, (name)"Then when I see them ignore me and drive off and get my vehicle killed (they don't care because they didn't have to pay for it), I get really p1ssed.

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Tue, 05 Mar 2002 20:04:00 GMT
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I hope there must be a vote system.Let's kick the tank stealers.

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Tue, 05 Mar 2002 20:13:00 GMT

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quote:Originally posted by SSFAN:I hope there must be a vote system.Let's kick the tank stealers.Hell yeah!! o wait we could just mke a mod and set a detanator on the tank so if a guy steals it 1button and bang he gone bye bye!

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Tue, 05 Mar 2002 21:36:00 GMT
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Arg! I just finished a small game (6x6) and it was 2 on 3. I was on NOD and only had 1 other guy on my team. He was a useless twit who stole 5 out of my 6 flame tanks I built ...He would just wait at the airstrip, hop in and it would blow up a minute or 2 later....this ****es me off so much and there is ALWAYS someone like this in EVERY game! There should be a kick button that the host can use or something to that extent

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Tue, 05 Mar 2002 21:57:00 GMT
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there is one time i wouldn't mind a team mate "stealing" my vehicle. that's if it's danger of being stolen by the enemy. many times i've joined a game where the enemy is already infiltrating your base and i could see where they might wait for a vehicle to arrive and steal it. also i think it's important to understand many that take a vehicle may be new to the game and don't yet understand how it works. and there really hasn't been that many times somebody took my vehicle, but it is frustrating none the less when it happens

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Wed, 06 Mar 2002 00:47:00 GMT
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haha...

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Wed, 06 Mar 2002 00:52:00 GMT
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i agree, people should not steal their teammates tanks, however, don't you think that there would really be a need for the service bay? the only use for it would be to repair vehicles that are being attacked on the base and by that time you know your in trouble. It seems to me it would be a waste of time to leave while in the middle of battle go all the way back to the base, to find two others waiting to repair, while all along you could take the risk, hop out and repair your own tank

to save you some time and probably money since repair bays would cost credits or should at least. I think there should perhaps be a ladder point penalty if someone hops in a vehicle they did not purchase or a toggle to "release" the vehicle...i'm not talking lock and unlock that would be unfair to the enemy who should have a legit shot at stealing vehicles.

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Wed, 06 Mar 2002 09:24:00 GMT
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Using the proxy c4 idea, make it so each tank has self destruct. idiot gets in your tank and... boom! heh.

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Wed, 06 Mar 2002 11:24:00 GMT
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I also hate when someone roars off with my spanking new tank -- then they come back looking for more. I think they should add code that gives the original owner 3/4 of points earned for your tank if someone on your team uses it. Of course if someone on the other team steals it -- oh well True story --- was playing NOD -- a GDI humvee comes into the base - out hops the GDI engine -- he runs into the building (which was blown all ready) -- i hop into his humvee and when he comes out -- he is p.o. that I took his car!!!! Boink on him.....

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Thu, 07 Mar 2002 00:31:00 GMT
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People stealing my tanks has pretty much ruined this game for me. I've yet to have a game where I didn't have a flame tank or a hummer stolen. There should definitely be some sort of code to prevent allies from stealing vehicles. Right now I have to find some corner of the base to repair a vehicle, because it WILL get stolen if anyone sees it empty. The biggest problem I have is that people just ignore me when I ask them to return my tank. The only time anyone who stole a vehicle from me ever responded to me was one guy who said "Well why did you get out, then?!" (in a much more vulgar way). Apparently he didn't notice that I was repairing it, and that the hummer had 10 health when he stole it. I also hate how people just go on suicide missions after they steal my vehicles. </rant>

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Thu, 07 Mar 2002 00:38:00 GMT
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How about a repair function that you can use from inside the tank ?*just a thought*

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Thu, 07 Mar 2002 00:56:00 GMT
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All Devinoch's answer has been on this is "You don't get points for repairing empty vehicles. Don't get out of your vehicle, ever. Find someone to repair it."At first I didn't much like that answer. Thought it sucked. But the he11 with it. If my base is on fire, c4'd and crawling with enemies and I'm in a tank, FU(K THE BASE. I'll take Devinoch's advice and say screw the base, someone repair me! Screw the base, I couldn't care less.(we'll see how far that goes)..[March 06, 2002: Message edited by: troyenaGer[WOO]]

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Thu, 07 Mar 2002 07:08:00 GMT
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quote:Originally posted by Krexxor:the real lame tank stealers just wait @ the factory/airstrip ... there is nothing u can doThers a time limit.

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Thu, 07 Mar 2002 07:10:00 GMT
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quote:Originally posted by Krexxor:repair pad? why do we need that? we got the engeneer right? i think a autolock on tanks for team members would be great. but only on public games ... clan games dont need that Yeah, we have engys, but often you people wont repair you if they are busy, so you have to jump out yorself and fix your tank - leaving it open to get nicked.

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Thu, 07 Mar 2002 07:17:00 GMT
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quote:Originally posted by SSFAN:How about to apply Lock/Unlock keys?if you locked your tank, teammates never allow to steal your tank.if you unlocked, teammates can steal your tank.hahaha ..I can just imagine it walking away from your mamoth tankBlip.. Blip..hehe..

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Thu, 07 Mar 2002 07:26:00 GMT
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My solution has been this so far for public games:Join a game and ask 3 times if anyone is on Roger Wilco / other voice comms. If no-one answers I tend to leave.Join the voice channel if there is one.Ask if anyone wants to be my partner.Meet my partner in the AirStrip/FactoryYou decide

between you who will be an engy/tech/hotwire and one of you buys a vehcile (I tend to buy a buggy/HumV first to test the partners reliability - plus i like humVs)One goes gunner, the other dirver. If you need repairs the guner jumps out and starts repairing. (if the driver jumps out you the vehicle can still be stolen). You take it turns to buy vehicles and sometimes tame it in turns to be engy/armed infantry.This overall solves the problems with theft, increases the availability of repairs, means that of your vehicle is destroyed the soldier kills enemys and the engy repairs the soldier while you run back to base (increasing survival chances), increases gunning efficieny while moving..blah blah blah. I could go on but I'm getting bored.But I still want a repair bay.

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Thu, 07 Mar 2002 07:28:00 GMT
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lol. Man my typing SUX...so many typos

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Fri, 08 Mar 2002 17:31:00 GMT
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as for me, i can't think of a recent game i've played in where somebody stole my tank. maybe i've just been lucky i don't know, but i really do think there's a time limit on it to allow the owner to get in the vehicle. but even when i've been repairing i haven't had a problem. of course, now that i've said that, it'll happen my next game.. lol

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Fri, 08 Mar 2002 18:07:00 GMT
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I also steal other people tanks, it`s their own fault they never should leave their tanks...

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Fri, 08 Mar 2002 19:34:00 GMT
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quote:Originally posted by Secret ID:I also steal other people tanks, it`s their own fault they never should leave their tanks... LOSER!

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Fri, 08 Mar 2002 23:53:00 GMT
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quote:Originally posted by Secret ID:I also steal other people tanks, it`s their own fault they never should leave their tanks... well u need to get out to repair to bloody tank!

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Sat, 09 Mar 2002 00:41:00 GMT
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if they dont make lock keys then i have an idea! Why don't they just make a "mates jump out of yer tank" key so you just press it and all yer mates jump out, but then they just jump in again and you press the funny button again and take it yourself, and this wuld help the GET OUT OF MY TANK BECAUSE I WANNA BE GUNNER stuff!

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Sat, 09 Mar 2002 00:48:00 GMT
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forget what i said earlier, why dont they make "buyer are driver 'n gunner" and extra unwanted pessangers are just pessangers nothing more, nothing less!

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Sat, 09 Mar 2002 05:10:00 GMT
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quote:Originally posted by rgranjr:I'll vote for that too, Service Bay .i agree we need a service bay

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Sat, 09 Mar 2002 08:28:00 GMT
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quote:Originally posted by illusive:If there is no repair bay in order to promote teamwork, then remeber that repairs from the repair bay cost. If this was used in Renegade then it would still be more advantageous to have an engy/Tech/hotwire repair you. (So you didn't have to trawl all the way back to base in your slow-ass mammoth, and didn't have to pay for it.)Possibly people might park on the repair bay and try to defend the base from it, thus unintentionally depriving other team-mates from using it, but couldn't you make it so that there was a time frame in which you could re-use the bay, and when you're done repairing, your vehicle auto-drives off it like it does with the factory/airstrip?Just a few thoughtsyeah, you should park it, get "ejected" automatically, however, your tank will be repaired faster then by techs AND WITHOUT THE CHANCE OF GETTING IT STOLEN.another alternative is off course make it lake mission 4 in the campaign, drive the tank on a elevator, then it goes down, from which engineers/techs have a safe place to work, for mp games, i think it should do without the elevator.of course, the disadvantage is that if

the structure is destroyed, so will the vehicle getting repairs will be

Subject: Destroying Temple of Nod

Posted by [Anonymous](#) on Sat, 09 Mar 2002 08:53:00 GMT

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I also agree with a service bay. I don't have a problem with the opposite team stealing my vehicle but with my own team members. Normally I have enough credits to buy another one but that's not really the point. lol... last night I stopped my tank to repair another guys tank and when I turned around my tank was gone. I was standing right next to it (never even heard it drive away -- not that I could have done anything at that point). Or instead of the service bay they could program something in where you can't take another team members vehicle unless it's been "abandoned"... like sitting without anyone in it for 2 minutes. The only exception would be if more than one member was in it then the last one to stay in it (regardless of who it belonged to) becomes the owner.

Subject: Destroying Temple of Nod

Posted by [Anonymous](#) on Sat, 09 Mar 2002 09:03:00 GMT

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quote:Originally posted by Secret ID:I also steal other people tanks, it's their own fault they never should leave their tanks... You guys who steal tanks make me

Subject: Destroying Temple of Nod

Posted by [Anonymous](#) on Sat, 09 Mar 2002 12:09:00 GMT

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so many of you morons are getting out of your tanks to repair them this really upsets me for 2 reasons1) as an engineer i get no points for repairing a empty vehicle and neither does my team in a game where high score wins most of the time2) i get so tired of having to destroy vehicles stolen by the other team when some newbie moron gets out to repair in the middle of open field with enemy 2 steps awaySTAY IN YOUR TANKS MORONS!!! BETTER TO HAVE IT DESTROYED THAN TAKEN BY THE OTHER TEAM!!!

Subject: Destroying Temple of Nod

Posted by [Anonymous](#) on Sat, 09 Mar 2002 15:52:00 GMT

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Tank stealers make me very mad and there should be the possibility of voting them out when they do that

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Sat, 09 Mar 2002 20:34:00 GMT
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To those of you yelling "I need repair" without ever telling the engineers your position, please do so. We are tired from running around, searching high and low only to (in the end) find you in our own base while the rest who really needs us are attacking the enemy base. Even better: I would point of having to search when you have radar and everything, this is not a simulation after all.

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Sat, 09 Mar 2002 20:44:00 GMT
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I repair tanks most the time when I'm not sniping so I'm one of the good guys . I've had my tank stolen once and it was really annoying, people will steal them, drive off and die without killing anything. WTH is with that? Now though I may go in with a tank (mammoth or stealth) and blow stuff up till I get enough points then switch to a sniper for fun. I'll drop my tank by the base entrance and say 'free tank'. Funny thing is it takes a tank 10 min to disappear because everyone is suspicious about some idiot leaving a 900/1500 tank sitting there .

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Sun, 10 Mar 2002 07:55:00 GMT
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btw, whoever said that you shouldn't repair your own tanks because it doesn't give you points should really reconsider their point of view. Fixing vechs doesn't net as much points as destroying buildings and other tanks. If you can fix your vech for 0 points, and get out and make more by shooting up the harvester, it's all good.

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Sun, 10 Mar 2002 07:58:00 GMT
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When I need repairs I dont start shouting it till I see an engy. If your in a light tank on a public game the opposing force tend to be too dumb to hit you. So you can last for ages. If in doubt, get the hell out.

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Sun, 10 Mar 2002 23:47:00 GMT
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in response to the key idea:why? do they honestly lock tanks and stuff in real life, would you really want to spend that extra time, I dont think so, just watch your ass, thats what I say

Subject: Destroying Temple of Nod

Posted by [Anonymous](#) on Mon, 11 Mar 2002 02:28:00 GMT

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quote:Originally posted by metal480:I also agree with a service bay. I don't have a problem with the opposite team stealing my vehicle but with my own team members. Normally I have enough credits to buy another one but that's not really the point. lol... last night I stopped my tank to repair another guys tank and when I turned around my tank was gone. I was standing right next to it (never even heard it drive away -- not that I could have done anything at that point). Or instead of the service bay they could program something in where you can't take another team members vehicle unless it's been "abandoned"... like sitting without anyone in it for 2 minutes. The only exception would be if more than one member was in it then the last one to stay in it (regardless of who it belonged to) becomes the owner.I know what you mean by teammates stealing a tank after you buy it. I remember one moron who stole my Mammoth that cost me 1500. When I asked why he did not buy his own tank, he use foul language on me. The moron lost the tank soon after.My orginal purpose for the Mammoth was for Base Defense, because I had no Mammoth our base was overrun by several Nod Flame Tanks. (No one on the GDI side were teamplayers)I would not mind a Repair Bay, but if WW puts in a Repair Bay make it like a super tech and super fast.

Subject: Destroying Temple of Nod

Posted by [Anonymous](#) on Mon, 11 Mar 2002 02:36:00 GMT

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quote:Originally posted by kallekut2:I must say the thing I hate the most, must be people stealing your tank.I have tried it quite a few times when no-one wants to repair your tank and you jump out to repair it yourself. Then someone jumps in your tank and keeps calling that someone should repair the tank. And then drives into the sunset not caring about just wanting him to get out.So now I never get out when others are close by the temptation seems to be too big for most people.

I have that happened to me a lot of times, including thoes players who do not know the value of teamwork. Now when I play and there are no engineers around and I know that there are no teamplayers I retreat to safty of Base and since have bought the Hotwire/Tech I repair my own tank before going into battle. I also do not mind enigeers riding with me in a tank, just as long as they do not try to operate the guns. (for some reason the Q key sometimes does not work)But my biggest peeve is moron engineers blocking a choke point when they get out of thier humvee or apc. 99\% of the time I just destroy them just to prove a point. (In the heat of combat do not get in my way)A suggestion to engineers/hotwire/tech if you are going to follow a tanks or several tanks, do so in a APC but do not, I repeat do not get in front of them and always leave a driver in the APC. (This spells Teamwork)Enough ranting for now.....

Subject: Destroying Temple of Nod

Posted by [Anonymous](#) on Mon, 11 Mar 2002 03:29:00 GMT

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My tank got stole most of the time i got out of it.I think it's better to have a lock or service depot to repair your tanks.PS:just a suggestion

Subject: Destroying Temple of Nod

Posted by [Anonymous](#) on Mon, 11 Mar 2002 03:32:00 GMT

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ya this is really angering me, I am a engineer coz i no ppl are off doin there thing and I have learned that most ppl will repair u but there off reapir guard tower or barracks. So if you wanna be reapirod do it yourself, but, I dont like to do this coz ppl steal my tank.. I am duckin down behind it so i dont get shot by a sniper... or i go to change to a engineer and when i come back out to repair my tank, I see that fool driving away with my tank.. And just tonite, friggin nod were throwin flame tanks at us and i pulled back to repair, so start to repair it and then duk down behind my tank coz of the snipers and sum fool steals my Mammoth tank, I get in and tell the guy GET out this is my TANK, but he keeps on drivin, so i look at my credits and i have 3000+ credits. I look back to see that fool fight 2 flamers and boom explodes, waste of a tank, so i go running like hell back to GDI WF and get me another tank.. i can see ppl sharin tanks, I give ppl my tanks, or if they ask ill give it to them, but its the ppl that dont bother tryin to share that ****es me off.. Yes service bay I hope they put that in the next patch or im gonna raise sum hell... lol thx for reading

Subject: Destroying Temple of Nod

Posted by [Anonymous](#) on Mon, 11 Mar 2002 05:53:00 GMT

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Now let's close the subject and move on.

Subject: Destroying Temple of Nod

Posted by [Anonymous](#) on Mon, 11 Mar 2002 07:14:00 GMT

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Check my post near the bottom of page two for a short term solouion till the service bay arrives.

Subject: Destroying Temple of Nod

Posted by [Anonymous](#) on Mon, 11 Mar 2002 12:48:00 GMT

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quote:Originally posted by Java:in responce to the key idea:why? do they honestly lock tanks and stuff in real life, would you really want to spend that extra time, I dont think so, just watch your ass, thats what I sayYeah but would infantry on your side in real life steal your tank? But I do agree

somewhat

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Mon, 11 Mar 2002 15:01:00 GMT
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its to much peps stealing tanks they should be banned from the game or lose points your only trying to play a fair game tank stealing is a lousy way to play

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Tue, 12 Mar 2002 09:11:00 GMT
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As long as they don't waste my tank I wouldn't get mad.

Subject: Destroying Temple of Nod
Posted by [Anonymous](#) on Tue, 12 Mar 2002 13:46:00 GMT
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If you are somewhat intelligent, then you do not get out of your tank to repair it in the middle of the base. Drive to the edge and look at the radar to make sure no one is planning on taking the vehicle once you get out. If anyone starts to run towards your tank, simply get in and wait for him/her to leave. Taking simple precautions prevents you from EVER having a tank stolen. I laugh at people who leave mammoths in the center of a base and expect it to be there when they get back. I do not steal vehicles myself but I know I can never stop malicious people who do not want to earn something good.
