
Subject: Repairbay arc in the map on a random location
Posted by [Reaver11](#) on Tue, 27 May 2008 12:23:27 GMT
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Everyone might remember the arc that was in glacier. It was in the middle of the map and sucking up all the mines.

Recently on a homemade map (made by heightfield) I encountered this arc in my own map.

Although it is not visible it does suck up the mines as far as I know only the mines that aren't placed on buildings and veh.

And it seemed to make everything glitchy when bumping with vehicles into each other.

I have no clue to get rid of this thing. (and somehow this thing also appeared in a modified version of tropics (credits to ack for the map) Only how do I get rid of the arcing it?

I suspect the leveltiles because somehow you can drive through the pine trees.

(I bumped myself out of the map by driving a mammy against an obelisk, and warping to the 0,0,0 point)

Subject: Re: Repairbay arc in the map on a random location
Posted by [jonwil](#) on Tue, 27 May 2008 14:03:35 GMT
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The repair bay arc glitch is a bug in renegade and has been fixed by yrr in the Renegade Resurrection mod.

It has nothing to do with leveltiles or anything else on the map, it happens exactly the same on every map that has a repair bay building controller.

Subject: Re: Repairbay arc in the map on a random location
Posted by [mrÅ£ÅŞÅ-z](#) on Tue, 27 May 2008 15:52:48 GMT
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Cool map and Refinery Texture!

Subject: Re: Repairbay arc in the map on a random location
Posted by [Veyrdite](#) on Sat, 31 May 2008 10:53:18 GMT
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Remember to get the tiberium working on Height-Field maps you need to paint over it very slightly with the base texture. Otherwise it is calculated as the base material.
EDIT: How does it "suck" mines?

Subject: Re: Repairbay arc in the map on a random location
Posted by [mr£ÄŞÄ-z](#) on Sat, 31 May 2008 11:21:43 GMT
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just make a Zone in C++ that repairs vehicles
