
Subject: mct in airstip
Posted by [candy](#) on Wed, 27 Aug 2008 00:48:43 GMT
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i've noticed the airstip his master control terminal is a little bugger
trew 2 remotes 2 timed on it, and 1 timed didn't do damage
happend on complex, field and walls_flying up till now
i have a video of a me placing a timed that didn't do damage on complex
it's a really pain in the ass and can lose u ur game
(200 creds and the repair time of the other person is alot that is lost)

Subject: Re: mct in airstip
Posted by [Craziac](#) on Wed, 27 Aug 2008 01:49:14 GMT
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You may have laid one C4 on top of another.

Subject: Re: mct in airstip
Posted by [StealthEye](#) on Wed, 27 Aug 2008 09:32:39 GMT
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Could you post the video?

Subject: Re: mct in airstip
Posted by [Goztow](#) on Wed, 27 Aug 2008 11:30:23 GMT
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I can confirm this also happened to me on the HON before. 2 timed and 2 remotes -> one timed did not do damage, so the building was not killed. I do not have a video of it, though. It also happened to other clan members before.

I got hte impression this bug may have been introduced by some (server side?) scripts, though, as I never had it until maybe 1 year ago.

Subject: Re: mct in airstip
Posted by [Jamie or NuneGa](#) on Wed, 27 Aug 2008 18:33:19 GMT
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the only map that this is ever a problem to me on is on snow.mix, but that is a map bug when the two side of the mct register as a normal airstrip part, thus you must be careful when placing on this map.

Apart from this I don't really get this bug much,

@ goz, y'all do a lot of modding maybe you tried to stop c4 glitching and this was a side effect(just a theory).

Subject: Re: mct in airstip

Posted by [candy](#) on Thu, 28 Aug 2008 01:15:09 GMT

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http://rapidshare.com/files/129213985/Nieuw_-_WinRAR_ZIP_archive.zip.html

i think that is the file, not sure though

u can see me placing 1 timed 2 remotes on the mct, clearly not on top of each other and on the mct and only 1 does damage

Subject: Re: mct in airstip

Posted by [Chuck Norris](#) on Thu, 28 Aug 2008 01:35:11 GMT

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I've had this happen to me once (maybe twice?) before as well, but I dismissed it thinking the c4s must had been on top of each other when I was almost sure they weren't.

Subject: Re: mct in airstip

Posted by [xpontius](#) on Thu, 28 Aug 2008 09:28:54 GMT

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Speaking of MCTs, has anyone discussed fixing the graphical glitch on the Nod Refineries animations being absent for healthy buildings?

Subject: Re: mct in airstip

Posted by [Jamie or NuneGa](#) on Thu, 28 Aug 2008 10:11:15 GMT

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there is always the c4 randomly flying 2 meters in the air situation, you assume you missed(somehow), and then it does full damage.

Subject: Re: mct in airstip

Posted by [Veyrdite](#) on Thu, 28 Aug 2008 10:11:37 GMT

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xpontius wrote on Thu, 28 August 2008 19:28Speaking of MCTs, has anyone discussed fixing the graphical glitch on the Nod Refineries animations being absent for healthy buildings? That would require editing the W3D file and fixing the proxy name.

Subject: Re: mct in airstip
Posted by [ErroR](#) on Thu, 28 Aug 2008 15:20:32 GMT
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Dthdealer wrote on Thu, 28 August 2008 13:11xpontius wrote on Thu, 28 August 2008 19:28Speaking of MCTs, has anyone discussed fixing the graphical glitch on the Nod Refineries animations being absent for healthy buildings? That would require editing the W3D file and fixing the proxy name.the fix is so damn simple (that's what renhelp FAQ says)

Subject: Re: mct in airstip
Posted by [sadukar09](#) on Thu, 28 Aug 2008 16:02:14 GMT
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ErroR wrote on Thu, 28 August 2008 10:20Dthdealer wrote on Thu, 28 August 2008 13:11xpontius wrote on Thu, 28 August 2008 19:28Speaking of MCTs, has anyone discussed fixing the graphical glitch on the Nod Refineries animations being absent for healthy buildings? That would require editing the W3D file and fixing the proxy name.the fix is so damn simple (that's what renhelp FAQ says)

If it's so simple why don't you fix it.

Subject: Re: mct in airstip
Posted by [Hitman](#) on Thu, 28 Aug 2008 23:13:32 GMT
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yeah i've had this one on under etc... hotwire in there no1 saw me... didnt miss a remote or a timed at all(yes im sure) and one just didnt do damage and left it with 2 bars
