
Subject: City map design
Posted by [Starbuzz](#) on Tue, 14 Dec 2010 02:30:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

How is it that every GDI vehicle can squeeze thru the little ally while the Nod APC and Arty can't?

Is there anything "strategic" to this? It was just how the map was made and it was found later that those 2 vehicles couldn't fit thru, right?

Subject: Re: City map design
Posted by [liquidv2](#) on Tue, 14 Dec 2010 05:00:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

same reason GDI soldiers are better, cuz nod is fat and sucks

Subject: Re: City map design
Posted by [InternetThug](#) on Tue, 14 Dec 2010 07:01:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

artys can go through .. are you that bad? i'd like to see you fit a mammoth tank through ..

Subject: Re: City map design
Posted by [Dethdeath](#) on Tue, 14 Dec 2010 07:14:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Here's a video of an arty going through:
<http://www.mediafire.com/?v3v6mgqn37gmba7>

Subject: Re: City map design
Posted by [Starbuzz](#) on Tue, 14 Dec 2010 10:24:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

didn't know arts can do that...ty for the video Deth. As for the mammoth, guess was kinda sleepy.

Subject: Re: City map design
Posted by [HaTe](#) on Thu, 16 Dec 2010 00:36:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Only disadvantage nod has is that a flame tank can only fit through the gdi side, and not the nod side. The apc sizes seems fair enough though.

Subject: Re: City map design
Posted by [Dethdeath](#) on Fri, 17 Dec 2010 05:58:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

They fit through just fine on both sides, you need to be at a certain angle, the same one as the arty in that video above.

Subject: Re: City map design
Posted by [R315r4z0r](#) on Tue, 04 Jan 2011 05:02:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

I want to say poor quality control when it came to inspecting the maps prior to release.

No one ever really complains about it... so it never was fixed.

Subject: Re: City map design
Posted by [Jamie or NuneGa](#) on Tue, 04 Jan 2011 18:59:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

if you lag whilst trying to fit the arty through it sometimes warps up into the building... looks hilarious but is a waste of a arty

Subject: Re: City map design
Posted by [Spyder](#) on Fri, 11 Feb 2011 10:38:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Arties still tend to get stuck quite often while attempting to squeeze them through the small gap...

Subject: Re: City map design
Posted by [Gen_Blacky](#) on Sun, 13 Feb 2011 00:54:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

every vehicle can fit through the sides besides a mammy and a nod apc.

Subject: Re: City map design
Posted by [FlaminGunz](#) on Sun, 13 Feb 2011 10:31:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

with my lag i get stuck halfway every goddamned time and ragequit

yes its possible, no its not easy.

Subject: Re: City map design
Posted by [Hitman](#) on Sun, 13 Feb 2011 15:45:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

why the fuck would u rush a flamer on city?

Subject: Re: City map design
Posted by [liquidv2](#) on Sun, 13 Feb 2011 22:56:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

ask karmai

Subject: Re: City map design
Posted by [Hypnos](#) on Tue, 15 Feb 2011 06:55:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

I've only ever rushed with flamers on City_Flying in public servers, and I've succeeded 98% of the time.

It's so unexpected, and by the time you have flamers going over the bridge, GDI are trying to out buy one another to realise there is three or four rolling down towards their refinery.

Subject: Re: City map design
Posted by [Hitman](#) on Tue, 15 Feb 2011 14:43:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

must of played retards then

Subject: Re: City map design
Posted by [Hypnos](#) on Tue, 15 Feb 2011 15:25:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hitman wrote on Tue, 15 February 2011 14:43 must of played retards then

Thus being the joys of public servers.

Subject: Re: City map design
Posted by [InternetThug](#) on Tue, 15 Feb 2011 23:51:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

ss proof?

Subject: Re: City map design
Posted by [Hypnos](#) on Wed, 16 Feb 2011 16:15:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'll do it next time.

Subject: Re: City map design
Posted by [Spoony](#) on Thu, 17 Feb 2011 02:31:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

flamer over the bridge is ok if you get the early boxes, but fast apache/light would work too and be less risky

Subject: Re: City map design
Posted by [HaTe](#) on Thu, 17 Feb 2011 23:28:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

Anyone remember that video from that 1 cw? I think it was Jelly vs Shadow-Team. Lets see if i can find it

Edit: Clanwars vs ST actually. <http://www.youtube.com/watch?v=9QgpCSc9Tkl> Seems it was removed though...shame.
