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Subject: Other Official Repair Pads

Posted by [Anonymous](#) on Sun, 05 Jan 2003 15:41:00 GMT

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quote:Originally posted by OrcaPilot26: quote:Originally posted by aircraftkiller2001:The thing is, they aren't supported by damage aggregates... And trying to do a mgrep\_ag\_1 or mnrep\_ag\_1 will be overridden by the set contained in Glacier Flying. Another issue would be balance - the semi-flat pads are based totally on the Tiberian Dawn versions. Why? Well, think about it... Not only does that version you're using look like it cannot support a Mammoth Tank driving on it (Probably get jammed trying to get in.), it also shields the vehicle from being damaged, which is a terrible imbalance when you're on a map and there's only one vehicle left for the team defending. If the attacking team cannot destroy it because it is shielded like that, it makes it turn into more of a stalemate... A bad game. To get fix the shielding problem is simple, just have the animated parts be destroyed when the pad is destroyed. You're missing my point, I don't care about the destruction animation and such... I care about the gameplay problems it presents. Take, for instance, a Medium Tank sitting on the Repair Facility. It is shielded from enemy fire from every direction except front or back... And it's the last vehicle GDI has, so their engineers are keeping it alive no matter what. You try to destroy the tank, but it's able to fire back and be difficult to destroy due to the shielding. The other GDI soldiers running around are helping to destroy the enemy attempting to destroy their tank. There are reasons why things like that were cut out. The Repair Facility, flat version, is the version to use unless you're looking for a neutral Repair Facility in a map... At which time balance issues aren't a big deal, but in-base, they are.

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