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Subject: Re: War factory die zones

Posted by [IronWarrior](#) on Sat, 06 Oct 2007 22:12:48 GMT

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Goztow wrote on Sat, 06 October 2007 11:49: On islands and complex, the warf die zones seem very big: meds or infantry that run close to the warf get killed.

Anyway, I've been talking with danpaul about this and we tried to solve it server side, that didn't work. The die zone doesn't seem to be in the server side file.

Then we thought that maybe it could be solved client side, however without it being a fanmap. Here's where we're stuck: does anyone know how to do this (I think core patch did similar changes)? Any help is welcome. The idea is that people with the client side fix wouldn't get the problem, people without it would probably still get it but the map on the server would be the original islands-map.

Thanks.

I've haven't really looked into it, but I've believe it's caused by the vehicle construction script zone, making it smaller might stop it.

Not sure though, this is my theory on it.

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