Subject: here are a few bugs
Posted by Majiin Vegeta on Sat, 24 Apr 2004 22:29:08 GMT
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heres a few

something that pisses me off on alot of WS maps the vis errors in tunnels /by buildings..
 the vis on volcano tunnel by tiberuim.. i get killed half the time in that tunnel becuase i cant see the person shootin at me...

also about the orca/apache bug get an apche / orca blow up under something say a bridge or in the weapons and you then spawn inside it once hte vehicle blows up.. its been abused for along time

also the vehicle creator zone.. reduce it please ^_^

put blockers on points of the map to stop people going where they are not supposed to

city flying maps.. flying vehicles get stuck on the walls

weapons factory glass

 jumping on building your not supposed to on certian maps

maybe while your at it fix the walking for the snipers while they are in scope mode

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Subject: Re: here are a few bugs
Posted by Slash0x on Sat, 24 Apr 2004 22:34:31 GMT
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Majiin Vegeta
weapons factory glass

Same on Islands...stupid thru-glass shooters. :rolleyes:

Subject: here are a few bugs
Posted by Majiin Vegeta on Sat, 24 Apr 2004 22:38:56 GMT
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that one slipped my mind.. so did many more.. but.. they will come to me in time

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Subject: here are a few bugs

Posted by zunnie on Sat, 24 Apr 2004 23:13:22 GMT
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Uhm... i dont see the problem with the WF-glass.
Its glass, glass breaks, you should be able to shoot through it.

[zunnie]

Subject: here are a few bugs
Posted by cokemaster on Sun, 25 Apr 2004 00:21:48 GMT
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But the guys inside can't return fire if I remember correctly thus making it unfair.

Subject: here are a few bugs
Posted by flyingfox on Sun, 25 Apr 2004 00:21:49 GMT
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Yet you can't shoot through it from the other side?

It's a game design flaw, it's been proven by aircraftkiller to be a bug, no question about it.

Subject: here are a few bugs
Posted by Aircraftkiller on Sun, 25 Apr 2004 01:39:18 GMT
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The glass is 2Side in W3D export options. This means it's a one sided plane forced to be two sides.

The actual side that wasn't forced to be mirrored on the other side is facing into the Weapons Factory. The other side isn't projectile collidable, so weapons pass right through.

It's a bug.

Subject: here are a few bugs
Posted by Homey on Sun, 25 Apr 2004 17:21:49 GMT
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But it makes it fair, if the door on the airstrip is open, a mrls, med or mammy can rape the shit out of any engi in there. Open either door on the wf and they can just hide, so you go in the bay and hit them? It makes the game even.

Subject: here are a few bugs
Posted by Dan on Sun, 25 Apr 2004 17:59:16 GMT
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What if a projectile blocker was placed over the glass. then no one can shoot if the glass is between them and everyone is happy

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Subject: here are a few bugs
Posted by Aircraftkiller on Sun, 25 Apr 2004 18:03:56 GMT
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The game isn't meant to be fair in everything that happens.

Each side's structures have their own advantages and disadvantages, changing those will not make them equal unless they're all a large box with the same amount of entrances on the same sides.