Subject: map bugs/exploits
Posted by jonwil on Sun, 04 Jul 2004 00:30:11 GMT
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So far, here is a list of "bugs" that we are considering fixing for Core Patch 1 (nothing is definatle right now so dont complain that "I dont want xxx fixed")
getting vechicles on the walls on mesa
getting on the roof of the barracks and weapons factory on canyon
base to base on field
base to base on islands
shooting through the glass in the tunnels on islands
shooting through the glass in the weapons factory
getting vechicles into the buildings
getting vechciles on the walls on walls and walls flying

If anyone knows of any other bugs/etc in the westwood maps, NOT including VIS issues, post them here.

Edit: We also have delt with some out-of-place spawn points (the hand of nod on field and I think also 1 bad spawn point on either under or volcano I think) so you dont need to report those.

Subject: map bugs/exploits
Posted by Javaxcx on Sun, 04 Jul 2004 01:17:09 GMT
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Base to base on Mesa.

Subject: map bugs/exploits
Posted by jonwil on Sun, 04 Jul 2004 01:24:04 GMT
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ok, add "base to base on mesa" to the list.

Subject: map bugs/exploits
Posted by [HLOW]Tomten on Sun, 04 Jul 2004 10:15:14 GMT
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Sorry but you are doing what the community dont want you to fix

getting on the roof of the barracks canyon :
http://www.renegadeforums.com/viewtopic.php?t=11251

Should we fix jumping on Barracks on Canyon?
26: yes

28: No

Majority right now DONT want you to fix this.

The rest I agree with and I also sent you a message about the ref thing on all the maps.

Subject: map bugs/exploits
Posted by Nightma12 on Sun, 04 Jul 2004 10:32:44 GMT
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Quote: (nothing is definatle right now so dont complain that "I dont want xxx fixed")

:rolleyes:

Subject: map bugs/exploits
Posted by [HLOW]Tomten on Sun, 04 Jul 2004 10:56:32 GMT
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Nightma14Quote: (nothing is definatle right now so dont complain that "I dont want xxx fixed")

:rolleyes:

Yes what?
Im just made a statement that 28 people dont want this fixed and 26 want it fixed, why did we
have the vote in the first place if the vote dont even count? If it the yes side would have more I
wouldent complain but the community dont want this fixed as the votes are right now.

Subject: map bugs/exploits
Posted by Nightma12 on Sun, 04 Jul 2004 11:28:48 GMT
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he never said he was going to fix it :rolleyes:

Subject: map bugs/exploits
Posted by [HLOW]Tomten on Sun, 04 Jul 2004 12:37:19 GMT
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Im just saying that I hope they take the vote in mind when doing the new patch. :rolleyes:

Subject: map bugs/exploits
Posted by Phoenix5p on Sun, 04 Jul 2004 12:38:55 GMT
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b2b on C&C_Walls

Subject: map bugs/exploits
Posted by Nightma12 on Sun, 04 Jul 2004 15:32:31 GMT
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Phoenix5pb2b on C&C_Walls

Quote:getting vechciles on the walls on walls and walls flying

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Subject: map bugs/exploits
Posted by Phoenix - Aeon on Sun, 04 Jul 2004 15:42:40 GMT
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b2b on complex

Subject: map bugs/exploits
Posted by SirRetro on Sun, 04 Jul 2004 23:51:49 GMT
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Wall jumping on Mesa? And what about Wall jumping itself with 2 men and they jump.. also geting top of the refinery is a bug

---

Subject: map bugs/exploits
Posted by Deathgod on Mon, 05 Jul 2004 06:04:23 GMT
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What about Nod arty B2B on islands? There was a thread about it floating around someplace where Spoony pointed it out.

Subject: map bugs/exploits
Posted by Nightma12 on Mon, 05 Jul 2004 06:58:42 GMT
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SirRetroWall jumping on Mesa? And what about Wall jumping itself with 2 men and they jump.. also geting top of the refinery is a bug

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Quote:getting vechicles on the walls on mesa

Subject: map bugs/exploits
Posted by WNxTilly on Thu, 05 Aug 2004 11:23:17 GMT
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SirRetroWall jumping on Mesa? And what about Wall jumping itself with 2 men and they jump..
also geting top of the refinery is a bug

But I take this as teamwork rather than a bug exploit. If something is done via teamwork then I like
it. Something that you do on your own is not good imo.

Yo Strike long time no see!!!

Tilly

Subject: map bugs/exploits
Posted by visorneon on Thu, 05 Aug 2004 15:48:02 GMT
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Sorry not sure if this is a VIS error or an error...
Well if u go anywhere near the back or side of the Weapons Factory on Canyon or Islands your
vehicle blows up or you die:

^ there

Subject: map bugs/exploits
Posted by warranto on Thu, 05 Aug 2004 20:32:07 GMT
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It's an error. That hapens because the Vehicle spawn area extends past the Weapons Factory
walls. So when someone purchases a vehicle, boom.