
Subject: Potential bugfixes.

Posted by [Spoony_old](#) on Sat, 11 Dec 2004 12:05:11 GMT

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These questions may have already been answered but I would like an official response as to whether they are possible

1. Ob walking. Not really that much of a problem as it used to be since most servers have good SFPS, however it is still a large bug.
 2. Bluescreen / FPS bug with tanks. HUGE bug right there.
 3. Tanks blowing up when you aren't within reasonable distance of the Weapon Factory. Most noticeable on Islands, if you have your med halfway between the WF and the refinery, someone buys a tank and your med dies. That's just ludicrous.
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Posted by [laeubi](#) on Sat, 11 Dec 2004 12:18:15 GMT

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The first 2 Bugs maybe cannot be solved, but third Bug can be fixed in CP2 maybe, I think, thats not that hard it mostly a problem when the zone is too large or touches the ground this wired problem occurs.

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Posted by [Jaspah](#) on Sat, 11 Dec 2004 16:28:46 GMT

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Actually, you could probably fix that by making everything outside of the map a huge damage zone. It would require a lot of work, but it's the only way I guess.

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Posted by [Stryder](#) on Sat, 11 Dec 2004 16:39:07 GMT

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That would be stupid. O_o

Subject: Potential bugfixes.

Posted by [Naamloos](#) on Sat, 11 Dec 2004 17:00:18 GMT

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No it's not stupid really.

Once you "fall from the map" you would blow up and respawn without having to restart ren.

Worth a try.

Edit: This ofcourse if complete removal of the bug is impossible.

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Posted by [Chronojam](#) on Sat, 11 Dec 2004 21:56:54 GMT

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Maybe if each vehicle got a slight extension though an artificial means to its worldbox... that is, a rectangle "bumper" object that protrudes through its chassis. That would cause a few "problems". One I can think of is being unable to jam the humvee into buildings (boo hoo). Second, tanks that got close would have a gap between them and wouldn't be able to perfectly line up against each other... they wouldn't be able to ever entirely collide though, and thus no blue hell? Or maybe I'm entirely wrong. w00t... however!

I like the idea of a damage zone all over outside the map area.

Oh, and for number 3: Yeah, I've been there trying to plant a beacon and just suddenly die since somebody bought a tank.

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Posted by [m1a1_abrams](#) on Sun, 12 Dec 2004 08:01:57 GMT

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For some reason I have an urge to shout "DON'T CROSS THE STREAMS!"

Hmm... I guess I'd better say something else to justify this post. Yeah, I'd like to see those things get fixed as well (phew!).
