Subject: Report Westwood map Bugs here
Posted by zunnie on Thu, 24 Mar 2005 11:58:19 GMT
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Does anyone know of some bugs on westwood maps that were
not fixed in CP1?

- Visual errors on specific locations.
- Spots you can walk/drive to but where you are not supposed to go.
- Bad spawnpoints?
- Spots where you can get stuck with vehicles or infantry.

Include screenshots if possible please, it will be a bit easier to fix then

Before you report new glitches you know of look at
this list before posting:

Volcano : Fix VIS glitches in the tunnels between Power Plants
Volcano : Fix gap in invisible wall at ledge or the ramp at the lava area
FieldTS : Block buggies entering tunnels
FieldTS : Fix glitched area at the obelisk where vehicles getting stuck.
Islands : Fix all reported spots where base 2 base is possible
Mesa : Fix VIS glitch standing at AGT looking at Bar.
City(Flying) : Fix VIS glitch at Hand front when in APC
Canyon : Block ability to get on the side of WF
Canyon : Fix VIS glitch with Light Tank and bridge near GDI refinery
Complex : Fix base 2 base ability (need screenshot of location)
Snow : Fix Base 2 Base ability
Under: Fix bad spawn point on the Hand Of Nod
Under: Fix various VIS glitches in the tunnels
All Maps : Fix WF vehicle construction zone is too large
All Maps : Fix MCT aggregate in the Nod Refinery
Non-Flying Maps : Block ability to get on top of the Refineries .
Fix various VIS glitches, not important enough to name..

Subject: Report Westwood map Bugs here
Posted by Spoony_old on Thu, 24 Mar 2005 17:57:05 GMT
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base to base on complex

Subject: Report Westwood map Bugs here
Posted by flyingfox on Thu, 24 Mar 2005 23:04:32 GMT
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I was going to post a picture of some insects on the ground in a westwood map but....screw it.

I believe the c&c islands vehicle purchase area hasn't been shortened yet..

---

**Subject: Report Westwood map Bugs here**
Posted by Majiin Vegeta on Fri, 25 Mar 2005 01:17:54 GMT
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some vis errors in the tunnel ramps for both bases as you come down in 3rd person

---

**Subject: Report Westwood map Bugs here**
Posted by reborn on Fri, 25 Mar 2005 01:54:11 GMT
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Well i realise that you said westwood maps, but seeing as FieldTS.mix is part of the cp1 download will you be looking at that too?

Because it would be nice to add a vehichle block to the tunnel entrance, buggy's and hunvee's try getting in there all the time.
Here is a screen shot:
http://131.220.71.78/reborn/fieldtsbuggy.gif

Also I realise this wasn't the map makers fault, because drop weapons was released after the map was created, but it would be cool to have drop weapons on that map without the elevators getting glitched.  I cant provide a good screen shot, but I'm pretty sure you all know what I mean.
Here is a screen shot, it doesn't show much, but the area marked is where a weapon can "drop" underneith it, causing the elevator to not work anymore.
http://131.220.71.78/reborn/fieldtslift.gif

Also for some reason on that map the area between the obilisk and the airstrip M.C.T sometimes makes vehicles or infantry get glitched, like you warp back to that spot and cant free yourself from it.  I am not a map maker so I wouldn't know, but could it be that the tiles for the ground arean't close enough and that there is a gap or something that causes this?  It doesn't happen all the time, infact it is quite rare really, but it is annoying when it does happen.
Here is a screen shot:
http://131.220.71.78/reborn/fieldtsglitcharea.gif

On FieldTS.mix sometimes when you are on Nod I noticed that sometimes the animation for the aeroplane works, but it doesn't drop off you vehicle.  I cant really get a screen shot of this, but it is annoying when it happens.

Also you can use a purchase terminal from outside a building if you know where the P.T is on most default Westwood maps.
here is a screen shot:
http://131.220.71.78/reborn/ptbug.gif

---

Sometimes when you get a vehichle crate it teleports you off the map, and you die faling into the blue abyss, I will update with some screen shots and specific maps later, pretty sure it just needs some co-ordinates changed.

On the map Volcano.mix in the tunnel entrance nearest the powerplant, Nod characters sometimes dissapear, only for a second or two, but it is weird, here is a screen shot:
http://131.220.71.78/reborn/volcanobug.gif

Also on this map you can jump into the lava if you do it right, I am not sure how they do it, if they jump off the ledge or the ramp, or there is a spot on the bridge that has a gap in the invisible wall, but they can get into the lava, this shouldn't really be possible.
here is a screen shot:
http://131.220.71.78/reborn/volcanolava.gif

I realise that server owners have the option in the server2.ini to set up a warning for base to base attacks, but I would like to see at least Islands.mix fixed so that GDI cant use the MRLS from behind the barracks, or Gunners just outside the doors to shoot the hand, also the cave area by the base.  Also it would be cool if there was a visible block, like the fanmap.net servers laser fence so that people realise this has been fixed.
Here are some screen shots:
http://131.220.71.78/reborn/islandsgunnerbar.gif
http://131.220.71.78/reborn/islandsgunnercave.gif
http://131.220.71.78/reborn/islandsmrls.gif

On the map Canyon.mix you can get to an area on the weapons factory which I dont think you should be able to get to seeing as it is a non flying map, infact you deffinately are not supposed to be there as the .vis setting screw up when you do this.  The screen shot explains it allot better then I can in words, but it's really lame because Nod can SBH nuke there and most people can't find it.
here is the screen shot:
http://131.220.71.78/reborn/canyonwfnuke.gif

Will update with more later...

---

## Subject: Report Westwood map Bugs here
Posted by Renx on Fri, 25 Mar 2005 02:34:45 GMT
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Spoonybase to base on complex

Do you mean GDI hitting the end of the strip, and Nod hitting the ref, both just before the tiberium fields on the side? Or is it some other weird way?

---

## Subject: Report Westwood map Bugs here

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Posted by [flyingfox](#) on Fri, 25 Mar 2005 03:26:21 GMT
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The cavespace in the GDI rockside isn't a bug, DUH! i'm sick of people moaning about it.

also when referring to more than one buggy or humm-vee, you say buggies or humm-vees. don't add an apostrophe for the hell of it.

Subject: Report Westwood map Bugs here
Posted by [Spoony_old](#) on Fri, 25 Mar 2005 08:02:57 GMT
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RenxSpoonybase to base on complex

Do you mean GDI hitting the end of the strip, and Nod hitting the ref, both just before the tiberium fields on the side? Or is it some other weird way?
there's a spot where you can stand IN gdi base with a rocket soldier and hit nod base. It might even be possible with MRLS but I haven't tried it

Subject: Report Westwood map Bugs here
Posted by [zunnie](#) on Fri, 25 Mar 2005 10:19:01 GMT
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Can you post a screenshot of the exact location spoony?

---
"some vis errors in the tunnel ramps for both bases as you come down in 3rd person"

What map is this? If you mean volcano: I already fixed that. Can you post
a screenshot of the location if its on a different map plz?
---

Any map that has elevators in them will give problems when weapon drop
is enabled. This cant be fixed
Its a hard coded thing in the Renegade engine.

I will have a look at FieldTS to try and fix the buggy from entering
the tunnels, but i will probably need Aircraftkiller his permission
to do so.
So until i have that i cant really touch it i guess.
This 'fix' can be done serverside but it does need distribution
for servers for it to apply. The server will have to run the fixed
version that is.

Not sure about the glitch area. Will have a look at it, strange
bug though lol.

---

Accessing purchase terminals from outside buildings wont be fixed.
Maybe at a later time but most people know about this and there
are too many divided opinions on this.

---

Volcano VIS glitches will be fixed, some are already fixed.
Gap in the invisible wall on volcano, didnt know about that one,
will look for it and try to fix it o.O

---

The base to base issues on Islands will all be fixed.

---

canyonwfnuke thing can be fixed easily.
I will also fix the spots for the refineries on all maps where
you can get on top of it and 'roofnuke' on no-flying maps.

---

Subject: Report Westwood map Bugs here
Posted by Dethdeath on Fri, 25 Mar 2005 17:26:19 GMT
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Although noone ever uses the b2b methods I'm posting here, if they can be fixed, they should be.

Base to base on Complex:
http://www.project-1337.com/uploads/Complexb2b-01.jpg

Base to base on Mesa:
http://www.project-1337.com/uploads/Mesab2b-01.jpg
http://www.project-1337.com/uploads/Mesab2b-02.jpg

---

Subject: Report Westwood map Bugs here
Posted by Spoony_old on Fri, 25 Mar 2005 17:35:48 GMT
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there's a gdi method on complex, I'll take screenshots of it in a bit

---

Subject: Report Westwood map Bugs here

Posted by JPNOD on Fri, 25 Mar 2005 22:04:00 GMT
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Didnt even know you could hit the weps with an art, from the middle at the hand.

Subject: Report Westwood map Bugs here
Posted by jonwil on Fri, 25 Mar 2005 23:02:52 GMT
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MCT aggregate in the Nod refinery is broken on various maps (Westwood etc)
Purchase Terminal aggregate in the Nod obelisk has the wrong surface type.

Subject: Report Westwood map Bugs here
Posted by Majiin Vegeta on Fri, 25 Mar 2005 23:20:39 GMT
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zunnie
"some vis errors in the tunnel ramps for both bases as you come down in 3rd person"

What map is this? If you mean volcano: I already fixed that. Can you post
a screenshot of the location if its on a different map plz?


whoops.. i forgot to mention that was islands and i do not feel like loading the game just to take a
screenshot.. im sure in the next few days of playing you will find it

Subject: Report Westwood map Bugs here
Posted by zunnie on Fri, 25 Mar 2005 23:25:40 GMT
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Do you have any idea how large the tunnels are on islands?
I have no clue where exactly it is, so unless you show a screenshot
its on low priority...

Subject: Report Westwood map Bugs here
Posted by snipesimo on Sat, 26 Mar 2005 00:37:57 GMT
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I have an archive of loads of VIS errors if you are actually going to fix them.

Subject: Report Westwood map Bugs here
Posted by zunnie on Sat, 26 Mar 2005 13:22:30 GMT
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Can you post/pm/email them ?

---

Subject: Report Westwood map Bugs here
Posted by Majiin Vegeta on Sat, 26 Mar 2005 13:23:30 GMT
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zunnieDo you have any idea how large the tunnels are on islands?
I have no clue where exactly it is, so unless you show a screenshot
its on low priority...

did i not say the ramp at each base...

 theres only 2 ramps in each base.. how hard can it be to find them

---

Subject: Report Westwood map Bugs here
Posted by Renx on Sat, 26 Mar 2005 14:26:48 GMT
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vis error
http://www.thedarkangels.net/DaEspion/Renegade/ScreenShot39.jpg

---

Subject: Report Westwood map Bugs here
Posted by snipesimo on Sat, 26 Mar 2005 16:20:07 GMT
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http://www.n00bstories.com/image.gallery.php?folder=1066

---

Subject: Report Westwood map Bugs here
Posted by Dethdeath on Sat, 26 Mar 2005 21:30:09 GMT
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Base to base on Complex from the GDI side.

With a Gunner:
http://www.project-1337.com/uploads/Complexb2b-02.jpg
and a MRLS:
http://www.project-1337.com/uploads/Complexb2b-03.jpg

---

I'm not sure if these are the spots Spoony meant though.

---

Subject: Report Westwood map Bugs here
Posted by Chronojam on Sat, 26 Mar 2005 23:03:48 GMT
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Vis bug in the corner near the front door of the wf in City Flying...

Sometimes in City Flying the doorways into the big building, for me, are covered over with a grey square so I cannot see people hiding there.

---

Subject: Report Westwood map Bugs here
Posted by Parad0x on Sun, 27 Mar 2005 12:22:28 GMT
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http://i140.exs.cx/img140/1434/viserrorcityfly0fz.jpg  Screenshot of Vis error on city fly

---

Subject: Report Westwood map Bugs here
Posted by Spoony_old on Sun, 27 Mar 2005 12:30:07 GMT
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DethdeathBase to base on Complex from the GDI side.

With a Gunner:
http://www.project-1337.com/uploads/Complexb2b-02.jpg
and a MRLS:
http://www.project-1337.com/uploads/Complexb2b-03.jpg

I'm not sure if these are the spots Spoony meant though.
yeah, they are.

---

Subject: Report Westwood map Bugs here
Posted by Majiin Vegeta on Sun, 27 Mar 2005 14:30:32 GMT
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snipesimohttp://www.n00bstories.com/image.gallery.php?folder=1066

lmao you have been busy
it has my Vis errors on island ramps in there aswell

---

Subject: Report Westwood map Bugs here
Posted by matty3k10 on Wed, 30 Mar 2005 02:37:14 GMT
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I dont no if this is a glitch or not but I hate it.

On city(flying) there are no spawn points in the Bar.

---

Subject: Report Westwood map Bugs here
Posted by luv2pb on Wed, 30 Mar 2005 05:36:53 GMT
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On canyon, driving into the nod base in the tunnel (comming from gdi side) if you go to the left of the pole you can get hung up where the tunnel ground angles up. Happens with apcs and flammers a ton.

---

Subject: Report Westwood map Bugs here
Posted by jonwil on Wed, 30 Mar 2005 09:39:39 GMT
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I found a Glitch on mesa that I reported to zunnie before but repeating here for reference.

Go to the GDI advanced guard tower and stand behind the antenna at the side. Face the barracks. If you stand approximatly on the corner of the concrete base for the AGT, the front part of the barracks will disappear.

---

Subject: Report Westwood map Bugs here
Posted by FoxURA on Tue, 19 Apr 2005 02:14:36 GMT
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On some servers there are climable buildings and when you climb up on some of them like the rf, most of the map seems to turn sky blue.

Also, on one of the map (I know this isn't a glitch) the af sticks out past the wall in front of the base allowing for the af to be attacked and beaconed from around the corner.  The map is the one where a tunnel goes from outside the base to the refineries.  I think it is Canyon.

Also, on some maps when you are exploring the hills around the map, you can slip and fall off into the pit.  Would it be possible to have invisidble walls around the maps that would also stop aircraft from flying off the map and comming back behind an enemy base?

---

Subject: Report Westwood map Bugs here

Posted by [csskiller](#) on Tue, 19 Apr 2005 03:53:27 GMT
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matty3k10I dont no if this is a glitch or not but I hate it.

On city(flying) there are no spawn points in the Bar.
  How did I never notice this?

---

Subject: Report Westwood map Bugs here
Posted by [IRON FART](#) on Tue, 19 Apr 2005 04:04:40 GMT
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Field...PTs at AGT can be used from outside.

---

Subject: Report Westwood map Bugs here
Posted by [Kanezor](#) on Tue, 19 Apr 2005 15:00:31 GMT
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IRON FARTField...PTs at AGT can be used from outside.Just about every Westwood map has
something like that. On most maps, you can use a WF PT from the vehicle landing (?) pad. On
Field, you can use an airstrip PT from outside the airstrip, between the control tower and the
refinery (next to the wall). On Hourglass, you can use a barracks PT from behind the barracks...
same thing with most maps for that one.

---

Subject: Report Westwood map Bugs here
Posted by [Parad0x](#) on Tue, 19 Apr 2005 16:56:03 GMT
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above the airstrip on glacier_flying you can fly right to the top and go above or under the map

---

Subject: Report Westwood map Bugs here
Posted by [csskiller](#) on Tue, 19 Apr 2005 21:36:19 GMT
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Actually all pt's that can be used on  1 map can be used on mostly any other ones

Locations for most Westwood maps (maybe fanmaps idk for sure):
*Back of the Bar
*Side of the Bar
*Both pt's on the sides of the airstrip
*Back of the Obelisk
*Landing pad of the Weapons Factory

---

\*ETC....

Experiment if you want

I am not liable for how this information is used.  KK.

---

Subject: Report Westwood map Bugs here
Posted by Cmd.E1 on Mon, 25 Apr 2005 12:36:44 GMT
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This is a bug , repair dead veheicle i think.
C&C_field.mix

And C&C_hourglassh.mix
Spawn point on WF and you look @ pp.

---

Subject: Re: Report Westwood map Bugs here
Posted by Halo38 on Tue, 14 Jun 2005 17:01:18 GMT
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Some of these b2b issues give such a minior advantage they arn't even worth the time fixing.

I didn't even know, and have never seen, anyone bothering to b2b on complex as from the screen shots it looks like hardly any missiles or artillery shells will get through. Complex is such a fast paced map anyway that whoever it is wont be there for long and will be most likely hindering their team.

A mappers time would be better spent creating new maps keeping all the usual issues in mind

Also, I don't see how hard it is to keep in mind stopping players shooting over cliffs, walls and tunnel beaconing ALL my maps are exploit free (the ones in C&C_Bio are there on purpose to stop camping) yet we see even the supposedly good map makers missing the most obvious of exploits.

Map makers, get your act together

---

Subject: Re: Report Westwood map Bugs here
Posted by =HT=T-Bird on Mon, 20 Jun 2005 22:21:27 GMT
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Under--GDI's Harvy crashes into Nod's Harvy in tib field. D'oh!

---

Also, I got this Timed C4 buried partially in Nod's beacon pedestal.

SS of C4:


Vid of Harvy crash is attached.

## File Attachments
1) harvycrash.wmv, downloaded 288 times

---

Subject: Re: Report Westwood map Bugs here
Posted by cmatt42 on Tue, 21 Jun 2005 04:41:27 GMT
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=HT=T-Bird wrote on Mon, 20 June 2005 17:21
Also, I got this Timed C4 buried partially in Nod's beacon pedestal..

That can happen almost anywhere.

---

Subject: Re: Report Westwood map Bugs here
Posted by flyingfox on Wed, 22 Jun 2005 13:21:46 GMT
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Great, a video of something we could see in 2 minutes for ourselves.

---

Subject: Re: Report Westwood map Bugs here
Posted by [RG]Aslyfox on Thu, 23 Jun 2005 21:59:21 GMT
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on canyon, as gdi if you stand on the right side of the bar, at the back, on the white area, and face towards the baracks, the back wall dissapears, i will try to get ss next time it happens.

---

Subject: Re: Report Westwood map Bugs here
Posted by =HT=T-Bird on Fri, 24 Jun 2005 00:06:01 GMT
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[RGAslyfox wrote on Thu, 23 June 2005 16:59]on canyon, as gdi if you stand on the right side of the bar, at the back, on the white area, and face towards the baracks, the back wall dissapears, i will try to get ss next time it happens.
Sounds like a VIS glitch to me...

---

Subject: Re: Report Westwood map Bugs here
Posted by YSLMuffins on Wed, 06 Jul 2005 06:49:36 GMT
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matty3k10 wrote on Tue, 29 March 2005 20:37I dont no if this is a glitch or not but I hate it.

On city(flying) there are no spawn points in the Bar.

I distinctly remember spawning in the Barracks in time to save it from a Stealth Tank rush on city flying.

---

Subject: Re: Report Westwood map Bugs here
Posted by AlmightyHydra on Sat, 16 Jul 2005 16:41:47 GMT
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Indeed it is Canyon where you can put a beacon just outside the tunnel and destroy the Airstrip. The ability to do that sucks.

I fell through the HON on Field earlier today when respawning. Also, I once was driving a Flame Tank outside said HON when it went into a lateral spin and span round to the right about 40 times before exploding and giving me a shot of a person standing on top of a laser chain gun! This hasn't happened to me again, but surely can't be right.

Surely if you could use PTs from outside they'd show up in your targeting reticle? I have to try this though.

Lastly, in general the kill zone for vehicle spawning on the WF is too big. I have been killed by it on both Mesa and Islands when *outside* the building but i'm guessing since the WF is the same on most maps that they all have that problem.

AlmightyHydra

---