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Subject: a new tankwreck bug  
Posted by [bandie63](#) on Sun, 01 May 2005 17:12:15 GMT  
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Hi everyone, I don't know if this has been pointed out yet, but it is another tankwreck glitch. In City\_flying, (And most likely other maps,) when a tank or other vehicle's wreckage (I've only seen it done with a hummer though,) is put in the firing range of the Obelisk, the obelisk will charge, but not fire, and not attack anything else, thus letting GDI into Nod's base. I would appreciate it if something could be done about it. Thanks!

~Bandie63

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Subject: a new tankwreck bug  
Posted by [mac](#) on Sun, 01 May 2005 19:15:04 GMT  
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I saw that long ago.. Never was able to fix it.. I don't think that can be fixed..

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Subject: a new tankwreck bug  
Posted by [-MP-recon](#) on Sun, 01 May 2005 23:10:02 GMT  
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it can be fixed because if u set the wreck on UNTEAMED the obelisk wont notice that it is a enemy vehicle

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Subject: Re: a new tankwreck bug  
Posted by [zunnie](#) on Sun, 26 Jun 2005 19:17:57 GMT  
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<http://www.multiplayerforums.net/index.php?showtopic=894>

Download a fix for that here.

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Subject: Re: a new tankwreck bug  
Posted by [trunkskgy](#) on Mon, 27 Jun 2005 23:34:42 GMT  
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I think tankwrecks should be removed.

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Subject: Re: a new tankwreck bug  
Posted by [zunnie](#) on Tue, 28 Jun 2005 14:51:21 GMT  
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They can be disabled by the server owner in Server2.ini, they are optional.

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Subject: Re: a new tankwreck bug  
Posted by [danpaul88](#) on Tue, 28 Jun 2005 22:21:00 GMT  
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personally I think they are a good touch, but the resurrected tanks should be a different preset with slightly less health and armour (and maybe battle damage on the model?) since you cant easily repair something which has been destroyed to its original state...

and if you do implement something like this the resurrected tank should not leave wreckage..that way it can only be resurrected once

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Subject: Re: a new tankwreck bug  
Posted by [Whitedragon](#) on Wed, 29 Jun 2005 03:18:50 GMT  
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This is caused because most people think 2 is neutral, however to scripts 2 is a "fake neutral" team which is still an enemy, while -2 is the "true neutral" team, which vehicles are set to when theres no one in them.

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Subject: Re: a new tankwreck bug  
Posted by [zunnie](#) on Fri, 05 Aug 2005 15:42:37 GMT  
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Whitedragon wrote on Tue, 28 June 2005 23:18 This is caused because most people think 2 is neutral, however to scripts 2 is a "fake neutral" team which is still an enemy, while -2 is the "true neutral" team, which vehicles are set to when theres no one in them.

Yea,

GDI - Team GDI (obviously)  
Nod - Team Nod (obviously)  
Neutral - Civilian (still an enemy from GDI and Nod)  
Unteamed - Not teamed to any (not an enemy from either)

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Subject: Re: a new tankwreck bug

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Posted by [archer427](#) on Wed, 24 Aug 2005 03:35:27 GMT

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i like civvies, you program them to attack anything that comes close so you can have something to do while the other side camps

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