
Subject: Vehicle crate bug?

Posted by [Cybie1111](#) on Fri, 05 Aug 2005 22:38:47 GMT

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When i get a flame tank from a crate, it has 300 HP and 300 Armor and it gets destroyed easily. Did u guys might of put in SP flame tank instead of MP?

Server running SSAOW lastest version and Brenbot latest version

Screenshot will be posted on a later date.

Subject: Re: Vehicle crate bug?

Posted by [zunnie](#) on Mon, 08 Aug 2005 01:00:45 GMT

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There is somesort of bug with the MP version of the Flame Tank. It doesnt get delivered AT ALL, this is why a Single Player Flame Tank is used instead.

Its unknown why the MP Flame Tank is not delivered :S it simply doesnt get delivered while it actually should :/ (there is no difference in the way it gets delivered, it SHOULD just work fine like all the others).

Subject: Re: Vehicle crate bug?

Posted by [Cybie1111](#) on Tue, 09 Aug 2005 15:40:16 GMT

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Quite unfortunate.

Ill just disable the SP flame tank until you guys find a way to fix cause this makes people leave from my server when their tank gets destroyed easily and they start to holler hack, cheater, etc..

BTW, ill be gone until August 23'd but i will also have limited online access during this time.. (im on a 28.8k modem from Oregon right now)

Subject: Re: Vehicle crate bug?

Posted by [mision08](#) on Sat, 22 Oct 2005 02:37:33 GMT

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Then maybe you should have 0% vehicle crates, seeing as they can potentially ruin a match. A team that doesn't protect their base should not be rewarded for wandering. Also, a vehicle crate at the onset of a match can ruin the opposing teams chances as they try an infantry rush or harvy attack.

Subject: Re: Vehicle crate bug?
Posted by [Cybie1111](#) on Sat, 22 Oct 2005 19:52:58 GMT
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It is not necessary. You have an option to disable certain vehicles in the vehicle crate lottery system but thanks for your concern.

Subject: Re: Vehicle crate bug?
Posted by [mision08](#) on Sat, 22 Oct 2005 20:23:23 GMT
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Ok, well that's just my opinion of the vehicle crate. I love the drop weapons and stealth crates. It's just the God and vehicle crates that seem unfair. BTW, is that adjustable on a map to map basis. I play Cugs server, and the vehicle crate works at Sand and Gobi, which really messes up the game. Either way it doesn't matter.
