

---

Subject: repair pads.

Posted by [Anonymous](#) on Sun, 22 Dec 2002 12:32:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

does anyone actually find themselves using these often in maps that feature them?

---

---

Subject: repair pads.

Posted by [Anonymous](#) on Sun, 22 Dec 2002 12:41:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Why wouldn't they? I implemented them in Glacier Flying for a purpose - when your team mates become moronic and decide not to repair your vehicle, or if they're preoccupied with something else, or if you're under total attack; sitting on the Repair Facility is the best thing to do. Your vehicle is repaired free of charge, no one can steal it, your enemy won't steal it because you're still in it, and you're able to attack with your main cannon while sitting on it. It's the perfect structure to add to a map. I've made it a case in point to keep them in every map of mine.

---

---

Subject: repair pads.

Posted by [Anonymous](#) on Sun, 22 Dec 2002 12:46:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

true. but most players go out as a hotwire in a med tank and repair as they go, and probably lose it before they have to go back. but I guess if they are making means of defending the base, then it is useful. I dunno. Its useful but I never had a reason to use it.

---

---

Subject: repair pads.

Posted by [Anonymous](#) on Sun, 22 Dec 2002 12:47:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

is there a way to make a neutral repair pad that repairs both nod and gdi vehicles? that would be cool to make a repair outpost in the middle of a warzone.

---

---

Subject: repair pads.

Posted by [Anonymous](#) on Sun, 22 Dec 2002 14:09:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I think its only useful in nondefensive Maps or when Basedefense is down, cos then it is a risk to jump out of your vehicle and repair

---

---

Subject: repair pads.

---

Posted by [Anonymous](#) on Sun, 22 Dec 2002 15:35:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Basedefense is down, cos then it is a risk to jump out of your vehicle and repair. Didn't ask what you thought about it... And can you do your mod about something else? It's not like you're going to actually compete with Renegade Alert.

---

Subject: repair pads.

Posted by [Anonymous](#) on Sun, 22 Dec 2002 16:04:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

It depends on my location will i go back or not but when i fly it is very usefull to repair on the repair bay.

---

Subject: repair pads.

Posted by [Anonymous](#) on Mon, 23 Dec 2002 20:51:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by DeafWasp: is there a way to make a neutral repair pad that repairs both nod and gdi vehicles? that would be cool to make a repair outpost in the middle of a warzone. Overlap both Nod and GDI vehicle repair zones.

---

Subject: repair pads.

Posted by [Anonymous](#) on Mon, 23 Dec 2002 21:06:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by SomeRhino: quote:Originally posted by DeafWasp: is there a way to make a neutral repair pad that repairs both nod and gdi vehicles? that would be cool to make a repair outpost in the middle of a warzone. Overlap both Nod and GDI vehicle repair zones. Or just make a temporary building controller with the side set to neutral... But I don't know if that would work or not.

---