
Subject: Other Official Repair Pads

Posted by [Anonymous](#) on Sun, 05 Jan 2003 14:29:00 GMT

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I have seen the flat repair pads that were made by WW and wasn't too impressed. So I decided to get the other pad they made up and running. I have created a rough animated .gif so you can see how it operates. The only thing missing from this picture is the beam that appears on the last frame. Small version: <http://www.n00bstories.com/image.fetch.php?id=1752456926> Larger version: <http://www.n00bstories.com/image.fetch.php?id=2096126456> Please post comments. ~Bumpaneer

Subject: Other Official Repair Pads

Posted by [Anonymous](#) on Sun, 05 Jan 2003 14:33:00 GMT

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Good job on the model and the animation.

Subject: Other Official Repair Pads

Posted by [Anonymous](#) on Sun, 05 Jan 2003 14:36:00 GMT

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Thanks, but I want to be clear on this. The work was done by WW. I'm just trying to see if there is an interest to having them in game. I have gotten them working in game, and wanted to know if people wanted the files and methods I used made available.

Subject: Other Official Repair Pads

Posted by [Anonymous](#) on Sun, 05 Jan 2003 14:38:00 GMT

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Hmmm, I think the plain flat ones are good. but if you get that repair pad running, I think it should take a few seconds to charge up and then repair the unit 3 times faster..

Subject: Other Official Repair Pads

Posted by [Anonymous](#) on Sun, 05 Jan 2003 14:39:00 GMT

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Its running

Subject: Other Official Repair Pads

Posted by [Anonymous](#) on Sun, 05 Jan 2003 14:52:00 GMT

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SWEET! When you finish them please put them up for download! I wanna use the in my maps!

Subject: Other Official Repair Pads

Posted by [Anonymous](#) on Sun, 05 Jan 2003 14:52:00 GMT

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The thing is, they aren't supported by damage aggregates... And trying to do a mgrep_ag_1 or mnrep_ag_1 will be overridden by the set contained in Glacier Flying. Another issue would be balance - the semi-flat pads are based totally on the Tiberian Dawn versions. Why? Well, think about it... Not only does that version you're using look like it cannot support a Mammoth Tank driving on it (Probably get jammed trying to get in.), it also shields the vehicle from being damaged, which is a terrible imbalance when you're on a map and there's only one vehicle left for the team defending. If the attacking team cannot destroy it because it is shielded like that, it makes it turn into more of a stalemate... A bad game.

Subject: Other Official Repair Pads

Posted by [Anonymous](#) on Sun, 05 Jan 2003 15:27:00 GMT

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quote:Originally posted by aircraftkiller2001: The thing is, they aren't supported by damage aggregates... And trying to do a mgrep_ag_1 or mnrep_ag_1 will be overridden by the set contained in Glacier Flying. Another issue would be balance - the semi-flat pads are based totally on the Tiberian Dawn versions. Why? Well, think about it... Not only does that version you're using look like it cannot support a Mammoth Tank driving on it (Probably get jammed trying to get in.), it also shields the vehicle from being damaged, which is a terrible imbalance when you're on a map and there's only one vehicle left for the team defending. If the attacking team cannot destroy it because it is shielded like that, it makes it turn into more of a stalemate... A bad game. To get fix the shielding problem is simple, just have the animated parts be destroyed when the pad is destroyed.

Subject: Other Official Repair Pads

Posted by [Anonymous](#) on Sun, 05 Jan 2003 15:30:00 GMT

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so what ack. it can creat some other interesting thngs... especially for the new search and destroy gamemodenot to mention ack you dont know what the scale is on that model, it COULD be enough to fit TWO mammoth tanks [January 05, 2003, 15:31: Message edited by: SlugWollop-CNCU[BG]]

Subject: Other Official Repair Pads

Posted by [Anonymous](#) on Sun, 05 Jan 2003 15:38:00 GMT

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Those pads look cool! Gameplay issues aside, I think it would be nice to have them available if someone wanted to use them. Nice job Bumpaneer.

Subject: Other Official Repair Pads

Posted by [Anonymous](#) on Sun, 05 Jan 2003 15:41:00 GMT

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quote:Originally posted by OrcaPilot26: quote:Originally posted by aircraftkiller2001:The thing is, they aren't supported by damage aggregates... And trying to do a mgrep_ag_1 or mnrep_ag_1 will be overridden by the set contained in Glacier Flying. Another issue would be balance - the semi-flat pads are based totally on the Tiberian Dawn versions. Why? Well, think about it... Not only does that version you're using look like it cannot support a Mammoth Tank driving on it (Probably get jammed trying to get in.), it also shields the vehicle from being damaged, which is a terrible imbalance when you're on a map and there's only one vehicle left for the team defending. If the attacking team cannot destroy it because it is shielded like that, it makes it turn into more of a stalemate... A bad game. To get fix the shielding problem is simple, just have the animated parts be destroyed when the pad is destroyed. You're missing my point, I don't care about the destruction animation and such... I care about the gameplay problems it presents. Take, for instance, a Medium Tank sitting on the Repair Facility. It is shielded from enemy fire from every direction except front or back... And it's the last vehicle GDI has, so their engineers are keeping it alive no matter what. You try to destroy the tank, but it's able to fire back and be difficult to destroy due to the shielding. The other GDI soldiers running around are helping to destroy the enemy attempting to destroy their tank. There are reasons why things like that were cut out. The Repair Facility, flat version, is the version to use unless you're looking for a neutral Repair Facility in a map... At which time balance issues aren't a big deal, but in-base, they are.

Subject: Other Official Repair Pads

Posted by [Anonymous](#) on Sun, 05 Jan 2003 15:46:00 GMT

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out of curiosity, how much lag would it cause?? cause the thingy moving up and down??, and the kool thing about the flat ones is, multiple vechiles can be repaired at the same time, you dont have to wait until sumone is done repairs,

Subject: Other Official Repair Pads

Posted by [Anonymous](#) on Sun, 05 Jan 2003 16:12:00 GMT

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Haha, you can destroy the repair pad to stop it from repairing the vehicle. And I didn't have any problems with the damage aggregates. Tested it out ingame and mine overrode them fine. As for the shielding effect, I liked that. Once the buiding is destroyed, it won't repair the vehicle

anymore. And as you pointed out, people have to be lined up to shoot or repair. Which would make squishing them easy.

Subject: Other Official Repair Pads

Posted by [Anonymous](#) on Sun, 05 Jan 2003 16:15:00 GMT

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quote:Originally posted by Vladimer:out of curiosity, how much lag would it cause?? cause the thingy moving up and down??, and the kool thing about the flat ones is, multiple vechiles can be repaired at the same time, you dont have to wait until sumone is done repairs,Shouldn't be any lag. Its like a door. The unrealisic thing about the flat one was that you could repair more than one at once. Shouldn't be able to.

Subject: Other Official Repair Pads

Posted by [Anonymous](#) on Sun, 05 Jan 2003 17:00:00 GMT

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Yeah, exactly ACK. If you can't hit the tank, hit the pad, and I'm sure that once the pad's down, the animated parts will receed back down stop moving, hence leaving any vehicles on it with just that low rim, scarcely much of a shield.And I'm sure it can fit a mammoth, Westwood would have designed it with that in mind... [January 05, 2003, 17:01: Message edited by: Taximes]

Subject: Other Official Repair Pads

Posted by [Anonymous](#) on Sun, 05 Jan 2003 17:10:00 GMT

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quote:Originally posted by Taximes:Yeah, exactly ACK. If you can't hit the tank, hit the pad, and I'm sure that once the pad's down, the animated parts will receed back down stop moving, hence leaving any vehicles on it with just that low rim, scarcely much of a shield.And I'm sure it can fit a mammoth, Westwood would have designed it with that in mind...How easy is it to destroy that pad when you're under fire from the enemy team and the pad is getting constantly repaired?You must have missed that part.

Subject: Other Official Repair Pads

Posted by [Anonymous](#) on Sun, 05 Jan 2003 17:19:00 GMT

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Well, first off its easier to destroy this pad, since its bigger, and actually sticks up off the ground. Secondly, it depends apon what kind of health and armor you give the building. If it needs to be made easier to destroy, that's not a problem. Test it out in game, and tweak.

Subject: Other Official Repair Pads
Posted by [Anonymous](#) on Sun, 05 Jan 2003 17:21:00 GMT
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And just to stop all the speculation, it can easily fit a mammy.

Subject: Other Official Repair Pads
Posted by [Anonymous](#) on Sun, 05 Jan 2003 18:29:00 GMT
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kool i wanna see this in a game..

Subject: Other Official Repair Pads
Posted by [Anonymous](#) on Sun, 05 Jan 2003 19:24:00 GMT
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Was this pad version included in the buildings.zip that was released before? I like it! I'm assuming parts rise when a vehicle enters...how did you get that to work?

Subject: Other Official Repair Pads
Posted by [Anonymous](#) on Sun, 05 Jan 2003 22:47:00 GMT
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Right now its set up as a door. Gotta find another way around that, because a tile cannot pull in another tile as a reference. Therefore the "door" continues to operate after the building is destroyed right now. If anyone has any ideas, please voice them. And yes, this is from buildings.zip.

Subject: Other Official Repair Pads
Posted by [Anonymous](#) on Mon, 06 Jan 2003 06:17:00 GMT
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ACK its one tank if you have a problem killing one tank.... Just sneak in and blow the buildings ignore the tank if your that afraid of it.Also your the one who cares about game balance?Looked to me like WW released it balanced and what do you do?Add guard towers to every map you make.It doesnt really matter I guess since they dont really do ****.If people want to add them to their maps let them.Its not like youd play on the map anyways all you do is play in the pits server.Since they dont use fan maps (even though nobody can at the moment.) youll be spared from the experiance.

Subject: Other Official Repair Pads
Posted by [Anonymous](#) on Mon, 06 Jan 2003 09:57:00 GMT
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I'll look into hiding aggies to make stuff like that go away at d-time. BTW - nice job on the restore Bump! Always add tactical advantages/disadvantages when you can ---> i mean - would you place the HoN between two mountains? [January 06, 2003, 10:00: Message edited by: StoneRook]

Subject: Other Official Repair Pads
Posted by [Anonymous](#) on Mon, 06 Jan 2003 13:32:00 GMT
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"Add guard towers to every map you make. It doesn't really matter I guess since they don't really do ****." Actually, I think they do a ton. If your team doesn't know how to all rush at once, then you're all alone against an AGT and about 4 guard towers. Those guard towers are a pain in the ass, they do plenty.

Subject: Other Official Repair Pads
Posted by [Anonymous](#) on Mon, 06 Jan 2003 14:11:00 GMT
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Hey bump, you should make it not so go to high up, this letting the turret move freely. I want it! This gives me an idea of a Twisted Metal Mod. Ack, think about it, the team would be more worried about bigger structures than the other ones... I mean, what enemy in their right mind would just fire at a repair pad... when they can sneak by it and blow the main buildings, or peddle with infantry, or even stanks or a med rush...? Simple, plant a nuke and the tank would come out, thinking he could get an easy kill. Blow the repair pad then, then finish the tank! But, the flat pads do present the best design, you're right about that.

Subject: Other Official Repair Pads
Posted by [Anonymous](#) on Mon, 06 Jan 2003 15:58:00 GMT
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Release it or I will use my weapon of mass destruction on you!

Subject: Other Official Repair Pads
Posted by [Anonymous](#) on Mon, 06 Jan 2003 16:39:00 GMT
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Gotta get everything working as it should.

Subject: Other Official Repair Pads

Posted by [Anonymous](#) on Mon, 06 Jan 2003 17:01:00 GMT

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"ACK its one tank if you have a problem killing one tank.... Just sneak in and blow the buildings ignore the tank if your that afraid of it.Also your the one who cares about game balance?Looked to me like WW released it balanced and what do you do?Add guard towers to every map you make.It doesnt really matter I guess since they dont really do ****.If people want to add them to their maps let them.Its not like youd play on the map anyways all you do is play in the pits server.Since they dont use fan maps (even though nobody can at the moment.) youll be spared from the experiance."Idiot.

Subject: Other Official Repair Pads

Posted by [Anonymous](#) on Wed, 08 Jan 2003 11:18:00 GMT

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Jump up and notice --- more stuff to add to your maps.

Subject: Other Official Repair Pads

Posted by [Deactivated](#) on Sun, 02 May 2004 11:38:57 GMT

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I wonder how those looked like.

Subject: Other Official Repair Pads

Posted by [jd422032101](#) on Sun, 02 May 2004 20:46:34 GMT

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hum.. it seems that you taking part of seths words "to progreses the future you need to revise the past" i think that how it goes.

Subject: Other Official Repair Pads

Posted by [Deactivated](#) on Sun, 02 May 2004 20:48:23 GMT

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kaboomer23hum.. it seems that you taking part of seths words "to progreses the future you need to revise the past" i think that how it goes.

To truly shape the future you must first possess the past.

Subject: Other Official Repair Pads
Posted by [jd422032101](#) on Sun, 02 May 2004 21:19:10 GMT
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now i see the way
