Subject: APC Exit location...VERY URGENT!
Posted by Crusader on Wed, 02 May 2007 14:49:52 GMT
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Here's my problem: I want expert advice on the exact nature of exiting an APC.

-Which side of the APC do I get off when I exit it?
-Is it the same side I get on the vehicle?

I want to know this for both the Nod and GDI APC's. I am fed up with trying to figure out/keep guessing which direction I will exit an APC.

-Is there an algorithm for this? Is so, I really would like to know it.

Yesterday, I played highly successful 3 VS 3 games and I beaconed the Ped and won and blah, blah, and blah... But then on the Under map, I tried the same thing 2 times (I was Nod) but got killed by the AGT when I wrongly estimated where I would exit. I was gonna run into the Barracks but my Engi exited the APC near the AGT! It was a pathetic diappointment. But I know it can be done and I have done it several times before...but I got lucky with a proper exit.

And this is getting on my nerves!

I am going to do some more testing today in Multiplayer Practice today evening and see how exiting an APC works. I really want to know this. The thing is that it seems to be very random...for eample, if I exit near the GDI base entrance in Under, I pop out near the front of the APC! Weird!

I found another thread here that address the same issue but it's full of loose ends and inconclusive answers:
    http://www.renegadeforums.com/index.php?t=msg&goto=-966212&rid=22347&amp ;amp ;amp ;amp ;amp ;amp ;amp ;srch=exiting+APC#msg_-966212

I hope I get more definitive answers on this one.

So, please help me, folks!

Subject: Re: APC Exit location...VERY URGENT!
Posted by Caveman on Wed, 02 May 2007 14:56:08 GMT
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I noticed that 9/10 I would exit from the back. Theres been a few times where i've exited from the top left/right which has led to me being killed by the base defences. The way I get around this is I park the APC side-on so whereever I may exit from I don't get killed. However, this isn't really effective if you're going to go for ped.

Subject: Re: APC Exit location...VERY URGENT!

Posted by Sniper_De7 on Wed, 02 May 2007 15:15:49 GMT
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IronBalls wrote on Wed, 02 May 2007 09:49Here's my problem: I want expert advice on the exact nature of exiting an APC.

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I hope I get more definitive answers on this one.

So, please help me, folks!

There's your problem, it's pretty much impossible to get into the barracks with just a engee on Under.

To really answer your question, generally left back side. But isn't always depending on how close apc is to wall/obstacle/sometimes it's just weird

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Subject: Re: APC Exit location...VERY URGENT!
Posted by Goztow on Wed, 02 May 2007 18:41:09 GMT
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It depends on the side you're facing as well. I can pretty often determine where I'll get out of the

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apc but it don't know how exactly I do it .

Subject: Re: APC Exit location...VERY URGENT!
Posted by puddle_splasher on Wed, 02 May 2007 19:03:06 GMT
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Was there not a glitch/problem that was unable to be fixed whereby GDI would exit from the rear of the APC as is normally the case. However when it came to NOD, they would exit to the rear/left side of the APC as opposed to the rear?

I use this tactic and it appears to work. Wether its a glitch or intentional to make the vehicles different, I am unsure.

Hopefully this may resolve your question.

Subject: Re: APC Exit location...VERY URGENT!
Posted by Tunaman on Wed, 02 May 2007 20:43:58 GMT
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You get out from the Nod APC at the back unless there's something in the way that keeps you from getting out there. You get out from the GDI APC at the front unless there's something that keeps you from getting out there too.

Subject: Re: APC Exit location...VERY URGENT!
Posted by puddle_splasher on Thu, 03 May 2007 08:08:45 GMT
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Once again it appears that everyone exits at random.

I tried it last night, the exact way I described it and the exit worked like that for me everytime. No deviation whatsoever, then again when I leave enough space between the door and myself, I fully expected the players to enter into the building with no hiccups.

Subject: Re: APC Exit location...VERY URGENT!
Posted by Tunaman on Thu, 03 May 2007 14:10:21 GMT
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No, its not random. Mess around with it more and you'll see what I'm talking about. You just need to learn how much room you need..

Subject: Re: APC Exit location...VERY URGENT!
Posted by RTsa on Thu, 03 May 2007 14:27:50 GMT
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There're a few exit points for all vehicles.

Nod APC has the primary one on tha back

GDI APC has it on the left side.

If those're blocked, it goes for the next one etc..

Subject: Re: APC Exit location...VERY URGENT!
Posted by AoBfrost on Thu, 03 May 2007 15:22:59 GMT
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I'm not 100% sure, but it depends on where/which side you sit, my routin is to just get behind a building complely before exiting, like the powerplant on hourglass as nod, get out after your 100% behind pp and gaurd tower stops shooting. One thing people hate is because of mesa, people on nod try rushing pp with agt still alive, then agt kills everyone but the driver because he gets out and makes it in, the thing is, rush gaurd tower then, usually pulling all the way up to it stops it from shooting at anyone when they exit.

Subject: Re: APC Exit location...VERY URGENT!
Posted by puddle_splasher on Thu, 03 May 2007 17:16:15 GMT
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If the APCs final stopping place is done properly, your team can deploy straight into the building, with no messing about.

Thats what the originator of the thread is asking about. Not about being near or around the building.

Subject: Re: APC Exit location...VERY URGENT!
Posted by Crusader on Sat, 05 May 2007 21:37:22 GMT
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Ok...I tested the APC's extensively and came to some definitive conclusions. It also proved what Caveman, Ralphzehunter, RTsa, and many others said.

Instead of me writing it all down, I got some screenshots and arranged them. So here it is:

Default exit is the normal/programmed exit. Secondary exit is when the default exit is blocked. NOTE: The SS was taken immediately after exit.

But this was done in Multiplayer Practice in CnC_Under. And I was the only one doing it so I am the driver/gunner. I entered the APC's from every direction possible and the results were the same.

I am not sure if this will happen on other maps (it should) and also I am not sure if this will be the result for passengers. But anyway this kinda helps me.

I also used this information against the GDI base and it worked like SWEET!   I went right in to the Barracks. Of course, I had to drive backwards!

PS: I am still doing more testing with the GDI APC and have to test more with obstacles for both APC's... and so I will post any new findings later.

Subject: Re: APC Exit location...VERY URGENT!
Posted by Crusader on Sat, 05 May 2007 22:47:34 GMT
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I am VERY sorry about that screenshot screwup. Here it is with further experimentation:

Subject: Re: APC Exit location...VERY URGENT!
Posted by IronWarrior on Mon, 07 May 2007 06:30:08 GMT
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I known about these Exits for years, but them screenshots you did and the edit job on them Iron, is awesome. well done.

I always try to tell everyone to drive backwards with a Nod APC when rushing, as you exit from the back and should be able to get just abit further if the APC blows up.

Subject: Re: APC Exit location...VERY URGENT!
Posted by Uberfahr on Sun, 20 May 2007 08:40:35 GMT
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nice screenshots. Indeed, driving backwards with the Nod APC is really important especially when a GDI APC tries to follow you. Otherwise the engies jump out just in front of the GDI APC (boink, boink, boink!). Also you can automatically block enemies that way. With GDI APC its the other way round.

That means (of course) that vehicles dont change the default exit like buildings or walls do.

btw, is there a way to block ALL three exits? Maybe hummer in AGT or maybe vehicle wrecks on every side of a vehicle

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Subject: Re: APC Exit location...VERY URGENT!
Posted by FrAM on Sun, 20 May 2007 15:02:00 GMT
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Uberfahr wrote on Sun, 20 May 2007 11:40nice screenshots. Indeed, driving backwards with the Nod APC is really important especially when a GDI APC tries to follow you. Otherwise the engies jump out just in front of the GDI APC (boink, boink, boink!). Also you can automatically block enemies that way. With GDI APC its the other way round.

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When hiding gdi vehicles from shells... i have found a few times thta all exits are blocked, in this case u are unable to exit vehicle and must just reverse out a bit to exit.

Subject: Re: APC Exit location...VERY URGENT!
Posted by Starbuzz on Mon, 21 May 2007 00:37:36 GMT
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FrAM wrote on Sun, 20 May 2007 10:02Uberfahr wrote on Sun, 20 May 2007 11:40nice screenshots. Indeed, driving backwards with the Nod APC is really important especially when a GDI APC tries to follow you. Otherwise the engies jump out just in front of the GDI APC (boink, boink, boink!). Also you can automatically block enemies that way. With GDI APC its the other way round.

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When hiding gdi vehicles from shells... i have found a few times thta all exits are blocked, in this case u are unable to exit vehicle and must just reverse out a bit to exit.

True (confirmed)...if all exits are blocked, you are stuck.

Subject: Re: APC Exit location...VERY URGENT!
Posted by scarabguy on Tue, 14 Aug 2007 23:22:26 GMT
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Eyebugu claims that once he was caught between some shells and a living apc and he managed to get trapped... so anything will block those exits. and if all are blocked, drice out or commit suiside

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Subject: Re: APC Exit location...VERY URGENT!
Posted by sadukar09 on Tue, 14 Aug 2007 23:26:57 GMT
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scarabguy wrote on Tue, 14 August 2007 18:22Eyebugu claims that once he was caught between some shells and a living apc and he managed to get trapped... so anything will block those exits. and if all are blocked, drice out or commit suiside

Omg why bump a 3 month old thread...

Post count +1

Subject: Re: APC Exit location...VERY URGENT!
Posted by puddle_splasher on Sat, 18 Aug 2007 12:25:49 GMT
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OMFG more spammers post count +1