
Subject: Nod Vehicle Spawning On Islands
Posted by [Chuck Norris](#) on Tue, 12 Aug 2008 06:02:18 GMT
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Okay, I'm not too technically inclined with this, so bear with me if anything is slightly off, but I remember reading from someone at Black-Cell about this, so here's the technical stuff I do know.

When Nod buys a vehicle, it first "spawns", just like GDI's vehicles do inside the War Factory. Apparently, with Nod, vehicles always spawn at 0,0,0 or something like that, and then are immediately teleported to the delivery plane, where it gets dropped onto the airstrip. The problem is that on Islands 0,0,0 seems to be right in or around the river in front of GDI's base, meaning they can see (though only for a split second) a vehicle Nod buys. I know I've witnessed this vehicle appear and quickly disappear thing on Islands there before too, so I know it happens. I think on City, this also occurs under one of the bridge locations?

I know this isn't a bug, per se (well, it can be depending on how you look at it), but is this fixable?

Subject: Re: Nod Vehicle Spawning On Islands
Posted by [Goztow](#) on Tue, 12 Aug 2008 06:39:02 GMT
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Yup, also happens on City Flying.

Subject: Re: Nod Vehicle Spawning On Islands
Posted by [Craziac](#) on Tue, 12 Aug 2008 07:15:09 GMT
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Yes, it's quite funny. Though TBH I think this is fairly low priority--it's a pretty simple fix iirc.

Subject: Re: Nod Vehicle Spawning On Islands
Posted by [TD](#) on Tue, 12 Aug 2008 07:21:06 GMT
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Yeah this is a glitch that gets my vote to 'fixing'. In small games it's important to know what your enemy has, and with this glitch you just get a slight advantage and they can't rush you with an apache for example, since you're prepared.

Subject: Re: Nod Vehicle Spawning On Islands
Posted by [CarrierII](#) on Tue, 12 Aug 2008 07:27:00 GMT
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This also occurs on Canyon. 0, 0, 0 is halfway between the tib fields the harvesters use and the

rock in the middle. I'll take a SS if that's not clear, but that's still easily observed by GDI...

Subject: Re: Nod Vehicle Spawning On Islands
Posted by [saberhawk](#) on Tue, 12 Aug 2008 07:35:21 GMT
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Don't quote me on this, but I believe that issue was caused by an earlier fix for the "harvester spawns invisible after nod power plant is down" glitch and has been fixed

Subject: Re: Nod Vehicle Spawning On Islands
Posted by [StealthEye](#) on Tue, 12 Aug 2008 14:21:44 GMT
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Thanks for reminding, this is definitely an important thing to fix (people can easily see stank rushes coming or anything like that because of this bug.

We will have to check whether this bug was indeed fixed or not.

Subject: Re: Nod Vehicle Spawning On Islands
Posted by [ErroR](#) on Tue, 12 Aug 2008 14:24:57 GMT
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ya my scripts don't work and it's just stuck in that hill
