
Subject: Stealing enemy tanks...

Posted by [Anonymous](#) on Fri, 15 Mar 2002 19:25:00 GMT

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I have heard in the forum that the 30-second buy lock on vehicles does not matter to people on the opposing team... I tried to steal an enemy med tank on Walls, but it would not let me get in... (I later just nuked the stupid plant)...For a final question... IS IT POSSIBLE TO STEAL ENEMY VEHICLES BEFORE THE 30 SECONDS ARE UP?(Full version, fully updated).

Subject: Stealing enemy tanks...

Posted by [Anonymous](#) on Fri, 15 Mar 2002 19:27:00 GMT

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Yes.

Subject: Stealing enemy tanks...

Posted by [Anonymous](#) on Fri, 15 Mar 2002 20:23:00 GMT

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quote:Originally posted by CanadianMonk3y:I have heard in the forum that the 30-second buy lock on vehicles does not matter to people on the opposing team... I tried to steal an enemy med tank on Walls, but it would not let me get in... (I later just nuked the stupid plant)...For a final question... IS IT POSSIBLE TO STEAL ENEMY VEHICLES BEFORE THE 30 SECONDS ARE UP?(Full version, fully updated).Never heard of this.Anyway speaking of walls, I can still remember playing as NOD sneaking right up to the weapon factory, just a mammoth was rolling out. Stole the Mammoth and attacked and destroyed the Refinery as the GDI moron was cursing me out for stealing his tank. Ran over him and destroyed the Weapon Factory, his moronic teammates where attacking the NOD base leaving the GDI base wide open and defenseless and no engineers in sight for me and teammates of the assualt team while the defense team was back defending the base.

Subject: Stealing enemy tanks...

Posted by [Anonymous](#) on Fri, 15 Mar 2002 21:11:00 GMT

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Well, it's kinda weird.I was playing Patch on Under (the only true GDI sneaky unit!) and I got inside their refinery. The airstrip being right in front of it, I thought I'd steal something big and nasty. So I waited for someone to buy a flame tank, and when it happened, I rushed to it, only to find out I could not hop in! The NOD saw me, so I ran back to the refinery, but the tank was faster

Subject: Stealing enemy tanks...

Posted by [Anonymous](#) on Fri, 15 Mar 2002 23:37:00 GMT

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well maybe there's still a time limit, but shorter for enemy troops than friendlies??

Subject: Stealing enemy tanks...

Posted by [Anonymous](#) on Fri, 15 Mar 2002 23:47:00 GMT

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one word...LAG. There is no time limit on the enemy...it's just on the friendlies.

Subject: Stealing enemy tanks...

Posted by [Anonymous](#) on Sat, 16 Mar 2002 02:53:00 GMT

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I think CanadianMonk3y was right. Every single time I've tried, I've had to wait before I can get in a newly-built enemy tank. I am pretty sure it is not lag. The only exception to this is when the purchaser hops in and then hops out again. Once he does that, the timer is cancelled and anybody can hop in. But out of the several times I've tried, I've *always* had to wait.

Subject: Stealing enemy tanks...

Posted by [Anonymous](#) on Sat, 16 Mar 2002 03:06:00 GMT

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Please fill me in on this 30 sec buy limit, what do you all mean? I have my vehicles stolen all the time and it's many minutes later, like on battle field while I'm doing a quick repair, maybe that was before my latest patch? Also, please let me know if anyone gets bother by this and why, I love playing team work, and will gladly die for my mates, many times I play tech and jump in a fellows tank for a ride out to the action OR Just to stay in his tank until I see he's in danger I quickly pop out and repair his tank and then quickly jump back in, so as not to get killed, then out again to repair the tank etc etc. I've not yet had anyone vocally tell me to leave, as you'd have to be nuts not to have a guy like me at your back. but I'm wondering if I'm somehow screwing up their driving or aiming or something, because once the fellow who owned the tank jumped out and left me have it, I felt bad, and want to know if this is wrong to do. It seems like they have full control of steering and aiming? Thanks

Subject: Stealing enemy tanks...

Posted by [Anonymous](#) on Sat, 16 Mar 2002 03:21:00 GMT

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I do beleive that the 30 second time limit goes for enemies as well as teammates. I'm always unable to steal vehicles right off the factory/airstrip and I host my own server so I don't have any

lag.

Subject: Stealing enemy tanks...
Posted by [Anonymous](#) on Sat, 16 Mar 2002 03:29:00 GMT
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yep ... 30 sec for team mates and enemies. but i think if u kill the person that bought the tank u can steal it right away

Subject: Stealing enemy tanks...
Posted by [Anonymous](#) on Sat, 16 Mar 2002 06:40:00 GMT
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Vegas Jones.Sometimes i jump out if someone jumps in -- just because of lag --- they might have better luck with it.I also notice that if all the people in the tank start moving there view around with the mouse -- it seems to make driving more laggy....anyone else see this?

Subject: Stealing enemy tanks...
Posted by [Anonymous](#) on Sat, 16 Mar 2002 09:15:00 GMT
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How could we see that? We can't see their view.....unless you are playing right next to each other.

Subject: Stealing enemy tanks...
Posted by [Anonymous](#) on Sat, 16 Mar 2002 10:50:00 GMT
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according to LAG:since i expact you to be americans: do you normally have any problems with LAG? I mean here in germany we can be lucky if we are able to recive DSL...

Subject: Stealing enemy tanks...
Posted by [Anonymous](#) on Sat, 16 Mar 2002 15:37:00 GMT
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It applys to both teams... but on the other hand, if you kill the owner before he reaches the tank:-)))) *pets my laser rifle*

Subject: Stealing enemy tanks...

Posted by [Anonymous](#) on Thu, 21 Mar 2002 16:54:00 GMT

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To VascisADSL doesn't help us Noth Americans much, it has been proven that running 56k modems in renegade run the same lag problems most DSL players experience, so don't feel left out. I have read many reviews and it is a netcode problem, whatever that means, it will be fixed soon they say.

Subject: Stealing enemy tanks...

Posted by [Anonymous](#) on Thu, 21 Mar 2002 17:01:00 GMT

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Ya, but in Amareeka we can get T1 and OC48!

Subject: Stealing enemy tanks...

Posted by [Anonymous](#) on Thu, 21 Mar 2002 18:52:00 GMT

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quote:Originally posted by Vegas_Joe:To VascisADSL doesn't help us Noth Americans much, it has been proven that running 56k modems in renegade run the same lag problems most DSL players experience, so don't feel left out. I have read many reviews and it is a netcode problem, whatever that means, it will be fixed soon they say.Its NOT the netcode!

Subject: Stealing enemy tanks...

Posted by [Anonymous](#) on Thu, 21 Mar 2002 19:13:00 GMT

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its the servers... they need to fulfill certain requirements... this game is more complicated than others, i think... that's why westwoods servers were much better...

Subject: Stealing enemy tanks...

Posted by [Anonymous](#) on Fri, 22 Mar 2002 03:09:00 GMT

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quote:Originally posted by CrazyHavoc:Its NOT the netcode!IT IS THE NETCODE !! FOOi run my own dedicated server. on a 100mbit dedicated line i play on this server with 20 people on it yip 20the highest ping i have ever got from my cable modem > 100mbit dedicated server is 19ms.as soon as i jump into renegade .. 150ms wtf ?and i get lagged and warp all the time. sfps at the time 60FPS my comp fps 60FPS steady.In the first patch WW improved the netcode, and are going to be improving it further with the next patch.

Subject: Stealing enemy tanks...

Posted by [Anonymous](#) on Fri, 22 Mar 2002 03:26:00 GMT

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thjats what happened to me lol, i was on a server with like 25,000 credits and so i decided to roll out a couple MAMies for my team LOL, and a enemy stole one and i had destroy it and the stealth behind him, I learned my lesson, dont give hand-ons to ur team coz there MORONS, thank god for claNS

Subject: Stealing enemy tanks...

Posted by [Anonymous](#) on Fri, 22 Mar 2002 03:33:00 GMT

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lol i need a clan.. Stealth troops own all.. one time i had 3 mammoths attacking my base on C&C Under, just staying up on that hill.. there was a med too.. i went up, stole a mammoth with about 75% health.. took out the other 2 before the realised what was happening.. both had about 50% health when i attacked.. i took half of the med out and by that time they had like 2 more mammoths en-route from behind me so i lost the tank.. saved my team a lot of work though

Subject: Stealing enemy tanks...

Posted by [Anonymous](#) on Fri, 22 Mar 2002 09:16:00 GMT

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I am a Lop-sided player, I kick ass with nod but suck horribly with GDI. The main reason I can think of is the stealth black hand. I have to say that it is potentially the best unit to have as nod, Especially against a bunch of misfits. Stealths are not meant for direct fighting...you want to get a MRL, run up to it and plop a timed C4 on its door. You'll be visible for a second so run behind it so the camera view of the enemy can't see you. once your invisible again go refill... Want to steal a mammoth tank? pack a C4 on one and run behind it (don't get runover, did I leave that out the first time i mentioned this tactic?) wait the explosion and for the dummy to get out to repair it. jump in run him over and drive home. Get it repaired and give it to the MVP of your team. Or, if you are the MVP give it to the second ranked guy. Why would you do this? Three reasons, to make sure some n00b doesn't waste a valuable mammoth tank, to promote teamwork by being the nice guy and give away \$1600 worth of stolen equipment and finally, the third reason is so you can go back out and steal another vehicle. You can't be very stealthy in a huge stolen tank. Keep in mind that this tactic helps quite a lot and for a relative low cost. It's primarily base defence but has a huge offensive potential when armed with a nuke and downed/missing enemy defences. run into the base and drop a nuke sit there cloaked and take out the engies.BTW nothing beats running behind enemy infantry (usually snipers) and pasting a timed c4 on their back. Plop it, leave silently and then wait 15 seconds and then let the guy know. "Hey SystemX_99 You're boinked for stealing my name!"To sum it up...the Stealth is very dangerous!! and can potentially cause more damage then any of the other characters.

Subject: Stealing enemy tanks...

Posted by [Anonymous](#) on Sat, 23 Mar 2002 01:28:00 GMT

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quote:Originally posted by SystemX:I am a Lop-sided player, I kick ass with nod but suck horribly with GDI. The main reason I can think of is the stealth black hand. I have to say that it is potentially the best unit to have as nod, Especially against a bunch of misfits. Stealths are not meant for direct fighting...you want to get a MRL, run up to it and plop a timed C4 on its door. You'll be visible for a second so run behind it so the camera view of the enemy can't see you. once your invisible again go refill... Want to steal a mammoth tank? pack a C4 on one and run behind it (don't get runover, did I leave that out the first time i mentioned this tactic?) wait the explosion and for the dummy to get out to repair it. jump in run him over and drive home. Get it repaired and give it to the MVP of your team. Or, if you are the MVP give it to the second ranked guy. Why would you do this? Three reasons, to make sure some n00b doesn't waste a valuable mammoth tank, to promote teamwork by being the nice guy and give away \$1600 worth of stolen equipment and finally, the third reason is so you can go back out and steal another vehicle. You can't be very stealthy in a huge stolen tank. Keep in mind that this tactic helps quite a lot and for a relative low cost. It's primarily base defence but has a huge offensive potential when armed with a nuke and downed/missing enemy defences. run into the base and drop a nuke sit there cloaked and take out the engies.BTW nothing beats running behind enemy infantry (usually snipers) and pasting a timed c4 on their back. Plop it, leave silently and then wait 15 seconds and then let the guy know. "Hey SystemX_99 You're boinked for stealing my name!"To sum it up...the Stealth is very dangerous!! and can potentially cause more damage then any of the other characters.Amen to that!Thats exactly the same stuff i do with Stealth Its great when someone takes you out as standard infantry with a sniper.. then u become blackhand and oops, i dropped c4 on you.

Subject: Stealing enemy tanks...

Posted by [Anonymous](#) on Sat, 23 Mar 2002 02:23:00 GMT

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quote:Originally posted by s0nyguy:IT IS THE NETCODE !! FOOi run my own dedicated server. on a 100mbit dedicated lineI play on this server with 20 people on it yip 20the highest ping i have ever got from my cable modem > 100mbit dedicted server is 19ms.as soon as i jump into renegade .. 150ms wtf ?and i get lagged and warp all the time. sfps at the time 60FPS my comp fps 60FPS steady.In the first patch WW improved the netcode, and are going to be improving it further with the next patch.This fellow that says that there is a netcode problem seems to have some evidence to back it up, where as the other fellow, I sense some hostility, not good.

Subject: Stealing enemy tanks...

Posted by [Anonymous](#) on Mon, 25 Mar 2002 09:47:00 GMT

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It's the netcode. Here's the proof. Download and play the demo. If the server in the demo version has a ping greater then 120ms your in for some non-playable lag. The reason is because it uses a lot of the original code released with the retail. It is the demo version, they won't bother with supporting issues on the demo any longer their priority will be the retail version now. However, Read the update faq for the demo patch they did work on - it's main purpose is to reduce lag.

NOW the retail version fully patched is greatly improved, play a game at 120ms it's completely playable. But look at the FAQ on the patches...it's main focus is to eliminate lag. I think that the netcode was definitely flawed when the game first came out. They did a lot of work to fix it...and I am sure there is more work being done to improve it in the future. I imagine that since the main buying customer is in North America that they may even be behind on netcode support for European users to focus on a North American fix. I'm not saying I am right...actually I am completely guessing (I could even be a FOO) but I must say that I had awful lag when i first started playing and it keeps getting better so far. My observations are based on my system of a P4 384RAM 64MB Radeon 7500 VE with Cable connection on Game Spy.

Subject: Stealing enemy tanks...

Posted by [Anonymous](#) on Mon, 25 Mar 2002 09:57:00 GMT

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Team : 30sec lockEnemy: 15sec lockOr just kill the person who buyed the tank then you can hop in immediatly !

Subject: Stealing enemy tanks...

Posted by [Anonymous](#) on Mon, 25 Mar 2002 10:30:00 GMT

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quote:Originally posted by The Vicious Dynamite:one word...LAG.There is no time limit on the enemy...it's just on the friendlies.Actually, friendly or enemy it's locked. I have to say the the Team Icon is an important part of the game. Next time you want to steal an empty vehicle look at the icon for its affiliation. If it shows the opposing teams logo, you can't get in until you kill it's owner of the vehicle or the lock wears off. The only way you can steal a vehicle is if the Icon looks like a green no smoking sign.
