
Subject: War Factory glitch

Posted by [ArtyWh0re](#) on Thu, 19 Mar 2009 13:39:16 GMT

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Im pretty sure its already been fixed, I just want to make sure since every time this happens I feel like I want to leave the game.

You know the one where you spend most of your credits to buy an expensive tank and then it blows up! Especially on a map like City where the cash flow is very low.

Subject: Re: War Factory glitch

Posted by [StealthEye](#) on Thu, 19 Mar 2009 15:21:24 GMT

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When you drive too close to the wf walls? Yes, that has been fixed.

Subject: Re: War Factory glitch

Posted by [Hitman](#) on Thu, 19 Mar 2009 16:11:51 GMT

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glad to see something actually 'already have been fixed' instead of WE'LL ADD IT TO THE TO DO LIST!11

Subject: Re: War Factory glitch

Posted by [TankClash](#) on Thu, 19 Mar 2009 16:16:42 GMT

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I always though it was fair, since your vehicle can be destroyed if you're on the unloading zone on the Nod airstrip

Subject: Re: War Factory glitch

Posted by [ArtyWh0re](#) on Thu, 19 Mar 2009 17:41:42 GMT

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TankClash wrote on Thu, 19 March 2009 10:16 I always though it was fair, since your vehicle can be destroyed if you're on the unloading zone on the Nod airstrip

The Air Strip unloading thing is fair since you can see where you vehicle will blow up but for the War Factory I didn't even get into my tank before it blew up.

Subject: Re: War Factory glitch
Posted by [StealthEye](#) on Thu, 19 Mar 2009 22:30:03 GMT
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Neither death zones are removed, the bug is fixed where it killed vehicles slightly outside the zone though. This caused vehicles to be killed when they were close to (but not in) the wf bay, for example driving into the WF wall when a vehicle was bought. You will most probably not notice any difference for the airstrip.

Subject: Re: War Factory glitch
Posted by [Starbuzzz](#) on Thu, 19 Mar 2009 23:20:03 GMT
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Hitman wrote on Thu, 19 March 2009 10:11 glad to see something actually 'already have been fixed' instead of WE'LL ADD IT TO THE TO DO LIST!11

Because they are working on the patch everyday.

Subject: Re: War Factory glitch
Posted by [Di3HardNL](#) on Fri, 20 Mar 2009 06:44:01 GMT
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Hitman wrote on Thu, 19 March 2009 10:11 glad to see something actually 'already have been fixed' instead of WE'LL ADD IT TO THE TO DO LIST!11

Have some patience twat. Otherwise go fix everything yourself if you think the development isn't going fast enough. moron

Subject: Re: War Factory glitch
Posted by [Goztow](#) on Fri, 20 Mar 2009 07:21:02 GMT
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This has actually been fixed by BI for a year or so, server side. They did it because I kept nagging them about it every time it happened to a KOSs2 clan member . I couldn't imagine playing without this fix anymore! Big kiss to Seye for that .

Subject: Re: War Factory glitch
Posted by [RTsa](#) on Fri, 20 Mar 2009 08:58:59 GMT
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WHAT?! IT'S FIXED?

I've been avoiding the WF walls like plague ever since I learned about this bug. And you're telling me I've been doing it for nothing for the last year?!

Subject: Re: War Factory glitch
Posted by [Goztow](#) on Fri, 20 Mar 2009 09:08:23 GMT
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I am!

Subject: Re: War Factory glitch
Posted by [Hitman](#) on Fri, 20 Mar 2009 15:25:53 GMT
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Di3HardNL wrote on Fri, 20 March 2009 00:44Hitman wrote on Thu, 19 March 2009 10:11glad to see something actually 'already have been fixed' instead of WE'LL ADD IT TO THE TO DO LIST!11

Have some patience twat. Otherwise go fix everything yourself if you think the development isn't going fast enough. moron
it has been nearly a year since it was announced and we have yet to see a sign of progress or anything at all showing how the progress is going on this patch lol...i just think the makers of the patch dont want to tell a releasedate(even after announcing it nearly a year ago) since they know they'll probably fail anyways...
why dont u sign up on their team Di3HardNoLife? Im sure if you actually did something valuable with your time(make me this patch LOL) instead of making your retarded skins and giving em to all your youtube suscribers?

time well spent man

Subject: Re: War Factory glitch
Posted by [EvilWhiteDragon](#) on Fri, 20 Mar 2009 15:37:09 GMT
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Hitman wrote on Fri, 20 March 2009 16:25Di3HardNL wrote on Fri, 20 March 2009 00:44Hitman wrote on Thu, 19 March 2009 10:11glad to see something actually 'already have been fixed' instead of WE'LL ADD IT TO THE TO DO LIST!11

Have some patience twat. Otherwise go fix everything yourself if you think the development isn't going fast enough. moron
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time well spent man

You know, rewriting mayor parts of renegade netcode, physics and graphics are quite a lot of work. Believe me when I say that some changes will amaze a lot of people.

In any case, renelag and typical renebugs like bluehell will very likely be fixed/reduced greatly.

But, if you think you can do better, none is keeping you? Download Visual Studio 2008 and the scripts.dll source and get to it!

Subject: Re: War Factory glitch

Posted by [Hitman](#) on Fri, 20 Mar 2009 16:02:29 GMT

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im sure it takes a shitload of time, but the least u guys can do in the meanwhile is tell us if its even remotly near completion or not at all...

Subject: Re: War Factory glitch

Posted by [Di3HardNL](#) on Fri, 20 Mar 2009 16:43:12 GMT

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I'd be pleased to help out if TT wants any models fixes or add-ons. Who is in charge of TT which I should communicate with?

Subject: Re: War Factory glitch

Posted by [Genesis2001](#) on Fri, 20 Mar 2009 17:42:55 GMT

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EvilWhiteDragon wrote on Fri, 20 March 2009 08:37But, if you think you can do better, none is keeping you? Download Visual Studio 2008 and the scripts.dll source and get to it!

I can do that All I use is VS08. Though, not much point because you guys have already done all of what you can do thus far.

Hitman wrote on Fri, 20 March 2009 09:02im sure it takes a shitload of time, but the least u guys can do in the meanwhile is tell us if its even remotly near completion or not at all...

Also, TT staff are bound not to tell any progress. That is all I know on this matter.

Subject: Re: War Factory glitch

Posted by [Goztow](#) on Sun, 22 Mar 2009 10:48:16 GMT

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I split the wreckages posts to this topic:

<http://www.renegadeforums.com/index.php?t=msg&th=32553&rid=4882>

Subject: Re: War Factory glitch

Posted by [The Party](#) on Wed, 08 Apr 2009 21:22:10 GMT

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Goztow wrote on Fri, 20 March 2009 01:21 This has actually been fixed by BI for a year or so, server side. They did it because I kept nagging them about it every time it happened to a KOSs2 clan member . I couldn't imagine playing without this fix anymore! Big kiss to Seye for that .

What a big kiss up, I bet you want all the credit too, WELL I TELL ALL REPLYER IN THIS FORUM SCREW YOU!

Subject: Re: War Factory glitch

Posted by [Gen_Blacky](#) on Thu, 09 Apr 2009 04:45:54 GMT

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Goztow wrote on Sun, 22 March 2009 04:48 I split the wreckages posts to this topic:

<http://www.renegadeforums.com/index.php?t=msg&th=32553&rid=4882>

I should really finish the wreckage's im like 70% done

Subject: Re: War Factory glitch

Posted by [Goztow](#) on Thu, 09 Apr 2009 06:15:14 GMT

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MasterEvolution wrote on Wed, 08 April 2009 23:22 Goztow wrote on Fri, 20 March 2009 01:21 This has actually been fixed by BI for a year or so, server side. They did it because I kept nagging them about it every time it happened to a KOSs2 clan member . I couldn't imagine playing without this fix anymore! Big kiss to Seye for that .

What a big kiss up, I bet you want all the credit too, WELL I TELL ALL REPLYER IN THIS FORUM SCREW YOU!

You, sir, have issues?

Subject: Re: War Factory glitch

Posted by [Chuck Norris](#) on Thu, 09 Apr 2009 22:30:23 GMT

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I don't know why the Weapons Factory kill zone was made that big. You could be standing outside the Weapons Factory in the corner in the rear, and you'll get killed even there. On Island, I placed a nuke there once as a SBH, and had another SBH with me, and after it had been placed, we were both killed since we were standing there when GDI bought a vehicle. You shouldn't have to drive ten feet out going around it with a new vehicle in avoiding it blowing up from one purchased after yours either.

Subject: Re: War Factory glitch
Posted by [StealthEye](#) on Fri, 10 Apr 2009 10:18:00 GMT
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The zone isn't bigger than it's supposed to be, it just kills vehicles close to the zone (even if they aren't actually in it). This is probably because it's a little faster to check. I added an additional check to make sure the object is indeed in the zone, so this fixes the bug without touching the zones at all.

Subject: Re: War Factory glitch
Posted by [Hitman](#) on Fri, 10 Apr 2009 16:06:05 GMT
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if you turn your vec in a weird way when u drive away from the wf..u'll be so far from it yet it'll still blow up

had this a few times with my med

Subject: Re: War Factory glitch
Posted by [ErroR](#) on Fri, 10 Apr 2009 16:12:57 GMT
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transport hellies blow up even when the're away from it, big world box i think

Subject: Re: War Factory glitch
Posted by [ArtyWh0re](#) on Sat, 11 Apr 2009 15:17:23 GMT
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Maybe not entirly relevant but about the Air Strip.
I noticed on glacier and maybe other maps aswell that vehicles which are not in the zone(Red part) can blow up.
I had an Apache just next to the Air Strip not on it and it blew up.

Subject: Re: War Factory glitch
Posted by [Goztow](#) on Sun, 12 Apr 2009 09:30:57 GMT
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Yes, on some maps the airstrip death zone ain't exactly at the right place.

Subject: Re: War Factory glitch
Posted by [StealthEye](#) on Sun, 12 Apr 2009 10:38:00 GMT
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The airstrip zones will be affected by the same fix though, so I think that problem will be solved too, unless they are really far off the correct place..

Subject: Re: War Factory glitch
Posted by [Rocky](#) on Sun, 12 Apr 2009 21:12:30 GMT
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there is also a problem with the airplane deploying the vehicles. an apache will be killed by the airplane if it gets in his way...

its not exactly a bug, but its very annoying...

Subject: Re: War Factory glitch
Posted by [EvilWhiteDragon](#) on Sun, 12 Apr 2009 22:20:34 GMT
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Rocky wrote on Sun, 12 April 2009 23:12there is also a problem with the airplane deploying the vehicles. an apache will be killed by the airplane if it gets in his way...

its not exactly a bug, but its very annoying...

Somewhere I kinda expect my vehicle to be destroyed when a C130 flies through it... So no that will not be changed.
