Subject: Flame rushing on City...
Posted by Anonymous on Mon, 06 May 2002 11:10:00 GMT
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Two out of three times when flame rushing on City, I get stuck in the small gap that leads to the GDI base. By stuck I don't mean not getting through, but going halfway and then not being able to move either way. Sometimes when I get stuck, I can move forward or backward and it lets me go away from the gap for a second, but then warps me back to the gap. Any one else experiencing this? Better yet, anyone know how to get through without getting stuck (or how to get unstuck)?
   The most annoying is when there is, say three of us, and first someone goes -> no problem, then I go -> get stuck, then GDI -> kills us one by one, cause everyone is seperated.

Subject: Flame rushing on City...
Posted by Anonymous on Mon, 06 May 2002 13:03:00 GMT
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mmmmm_lag O MAN THATS MY NEW SN! (no PUN inteanded mmmmmmm_cheese..... lol)

Subject: Flame rushing on City...
Posted by Anonymous on Mon, 06 May 2002 13:18:00 GMT
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quote:Originally posted by eae:Wouldn't you say, though, that the route from the gap is better (assuming you don't get stuck). I mean you are less likely to get noticed early and you have more cover from the war fac and the tall building to lose less armor to the AGT.But yes, you are right. That is a good alternative for getting stuck. I will do so from now on. However on City_Flying the bridge is the place where you will most likely to Orcaed to death, wouldn't you say?I agree, that gap attack is far better. but if you lag it makes it alot harder. Also it is possiblee for GDi to block up the flamers so you cannot do to much damage.

Subject: Flame rushing on City...
Posted by Anonymous on Mon, 06 May 2002 15:29:00 GMT
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Somewhat the same thing happened to me once on Walls. I had an artillary near a tunnel entrance...drove up against the ramp and every time I moved forward..I warped back to the ramp...wouldn't let me move. Ultimately had to C4 the vehicle and walk away from it. I don't think my instance had to do with lag really. Probably just a spot on the map that didn't like me being there. Shrug.

Subject: Flame rushing on City...
Posted by Anonymous on Mon, 06 May 2002 15:38:00 GMT

that is a bad way to get into the GDI base.... go under the bridge, and take the path the harvester does, nail the Power Plant and take the AGT offline.... and yes that is lag... it happens to me when the slower computer hosts...I'll be cruising along in a buggy when I start being pulled to the center of the two roads, pass a light post then find myself behind it, I move, then I'm back, and it does this 3 more times...

Subject: Flame rushing on City...
Posted by Anonymous on Tue, 07 May 2002 00:37:00 GMT

Try rushing from the bridge, itss longer but you can get cover from the War Fac. Also you can rush from the road turning left before getting to the main entrance.I get stuck some times as well, maybe it is lag....

Subject: Flame rushing on City...
Posted by Anonymous on Tue, 07 May 2002 00:59:00 GMT

quote:Originally posted by The Argon Array:Try rushing from the bridge, itss longer but you can get cover from the War Fac. Also you can rush from the road turning left before getting to the main entrance.I get stuck some times as well, maybe it is lag....Wouldn't you say, though, that the route from the gap is better (assuming you don't get stuck). I mean you are less likely to get noticed early and you have more cover from the war fac and the tall building to lose less armor to the AGT.But yes, you are right. That is a good alternative for getting stuck. I will do so from now on. However on City_Flying the bridge is the place where you will most likely to Orcaed to death, wouldn't you say?

Subject: Flame rushing on City...
Posted by Anonymous on Tue, 07 May 2002 00:59:00 GMT

Yes this is a lag effect. This is why you warp back <= the server send you to your true position. In fact, you believe you pass (your screen shows that => client part of the soft), but for the server you didn't.When you lag (in a very terrible lag condition) you can even see a warp back when u walk !!!

Subject: Flame rushing on City...
Posted by Anonymous on Tue, 07 May 2002 07:11:00 GMT

Remember, its GDI not GDi.

Subject: Flame rushing on City...
Posted by Anonymous on Tue, 07 May 2002 18:54:00 GMT
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To whomever said they would get orca'ed to death on the bridge...Just take a light tank with you, or one must be a sniper. The Orca comes, hop out, blast, get in, go, repeat. Hazardous, yes, but theoretically effective. Besides, there will always be lone/ small groups of snipers and assorted 'fantry around... I'm sure they love to take potshots at the flying deathtraps.

Subject: Flame rushing on City...
Posted by Anonymous on Wed, 08 May 2002 10:02:00 GMT
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quote:Originally posted by SgtZim:To whomever said they would get orca'ed to death on the bridge...Just take a light tank with you, or one must be a sniper. The Orca comes, hop out, blast, get in, go, repeat. Hazardous, yes, but theoretically effective. Besides, there will always be lone/ small groups of snipers and assorted 'fantry around... I'm sure they love to take potshots at the flying deathtraps.C'mon, being a sniper in a tank will not only cause the flame rush to no longer become a rush, because of the delay, but also shorten the lifespan of your tank as you can't repair it. And, it's more like the aircraft will take potshots at the infantry than the other way around. An APC might scare the aircraft away, though. In addition, a smart pilot will know that the most common sniper spot is the hole in the middle of the building of each side and thus fly low on the other side of the bridge, making it a blocked shot for most snipers (I mean the hole on enemy side now, 'cause most snipers stay on their side of the map).

Subject: Flame rushing on City...
Posted by Anonymous on Wed, 08 May 2002 10:04:00 GMT
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orcas aint fun to flysos apaches, its not fun flyin, it just aint..

Subject: Flame rushing on City...
Posted by Anonymous on Thu, 09 May 2002 00:46:00 GMT
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quote:Originally posted by Pajama Sam:orcas aint fun to flysos apaches, its not fun flyin, it just aint..   Well, I partially agree. It's more fun to shoot them down. But then again, if you're in a hurry or just impatient, you can attack the enemy base quickly. Also if you played about 200 games with tanks/infantry only, it is much less boring to use aircraft, as opposed to more tanks/infantry.