
Subject: Base defences shoot stolen vechs
Posted by [ErroR](#) on Fri, 15 Aug 2008 13:40:14 GMT
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Sometimes when u steal vehicles from enemy base defences shoot it as it were a enemy (even if ur out of it) so u have to hide it all the time. Mostly happens with Obelisk

Subject: Re: Base defences shoot stolen vechs
Posted by [bly](#) on Fri, 15 Aug 2008 15:10:04 GMT
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ive seen this b4, but not in a long time.

Subject: Re: Base defences shoot stolen vechs
Posted by [karmai](#) on Fri, 15 Aug 2008 15:51:33 GMT
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it happens often, and only with the ob.

it really sucks when you manage to jack a tank theny ou hop out and the ob kills it

big problem, fix this glitch please

Subject: Re: Base defences shoot stolen vechs
Posted by [EvilWhiteDragon](#) on Fri, 15 Aug 2008 20:08:23 GMT
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It should already be fixed.

Subject: Re: Base defences shoot stolen vechs
Posted by [rhuarc](#) on Tue, 19 Aug 2008 03:29:41 GMT
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ive seen it once with agt but not for a long long time too..

Subject: Re: Base defences shoot stolen vechs
Posted by [Xpert](#) on Tue, 19 Aug 2008 03:31:20 GMT
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This is an old SSAOW bug ain't it?

Subject: Re: Base defences shoot stolen vechs
Posted by [Craziac](#) on Tue, 19 Aug 2008 05:25:38 GMT
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I don't think so.

Subject: Re: Base defences shoot stolen vechs
Posted by [StealthEye](#) on Tue, 19 Aug 2008 11:14:35 GMT
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It's possibly fixed in 4.0 due to the rewrites of the base defense scripts. We will see whether that's the case in the beta.

Subject: Re: Base defences shoot stolen vechs
Posted by [Jamie or NuneGa](#) on Tue, 19 Aug 2008 22:22:34 GMT
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you guys got the beasty black intel obby in the new patch then?

If so that will change field gdi a lot.

Subject: Re: Base defences shoot stolen vechs
Posted by [Goztow](#) on Wed, 20 Aug 2008 06:33:44 GMT
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Nune wrote on Wed, 20 August 2008 00:22you guys got the beasty black intel obby in the new patch then?

If so that will change field gdi a lot.

You mean the one that charges and discharges correctly?

Subject: Re: Base defences shoot stolen vechs
Posted by [ErroR](#) on Wed, 20 Aug 2008 10:27:54 GMT
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Goztow wrote on Wed, 20 August 2008 09:33Nune wrote on Wed, 20 August 2008 00:22you guys got the beasty black intel obby in the new patch then?

If so that will change field gdi a lot.

You mean the one that charges and discharges correctly?If it will i will <3 u TT!

Subject: Re: Base defences shoot stolen vechs
Posted by [Jamie or NuneGa](#) on Wed, 20 Aug 2008 12:39:45 GMT
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Goztow wrote on Wed, 20 August 2008 07:33Nune wrote on Wed, 20 August 2008 00:22you guys got the beasty black intel obby in the new patch then?

If so that will change field gdi a lot.
You mean the one that charges and discharges correctly?

Yep, makes sui rush, ref walk all work perfectly.
I love that ob.

Subject: Re: Base defences shoot stolen vechs
Posted by [Muad Dib15](#) on Thu, 21 Aug 2008 02:20:29 GMT
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We don't have that problem on noobless...

Subject: Re: Base defences shoot stolen vechs
Posted by [ErroR](#) on Thu, 21 Aug 2008 10:47:57 GMT
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Muad Dib15 wrote on Thu, 21 August 2008 05:20We don't have that problem on noobless...
It's happens only sometimes with random vechs, dunno what causes it :S
