
Subject: C&C Islands b2b fix
Posted by [matty3k10](#) on Sat, 11 Jul 2009 22:12:48 GMT
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I have recently started playing Renegade again and I have noticed that servers are still using those laser fences to prevent base to base on islands (and other maps). So I figured I would release a fix to this issue I came up with a while ago when I used to be an admin at XpHaZe.

This fix simply makes it where only buildings do not take damage when attacked from the GDI or Nod base. Also the Hand does not take damage when attacked from the first river outside the GDI base.

WARNING: This is a server side fix only do not install it into your Renegade client.

<http://www.filefront.com/14011055/Islands-no-b2b-from-base-or-first-GDI-river.zi> p//

If you find any issue or have questions please reply to this thread or send me an email at matty3k10@hotmail.com

Subject: Re: C&C Islands b2b fix
Posted by [_SSnipe_](#) on Sat, 11 Jul 2009 23:17:24 GMT
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O shit mattys still alive hahahaah visit xphaze , and nice job bro

Subject: Re: C&C Islands b2b fix
Posted by [Goztow](#) on Sun, 12 Jul 2009 14:36:16 GMT
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What if I as GDI put timed c4 on the HON, get killed and the timed goes off when I respawned in my base?

Subject: Re: C&C Islands b2b fix
Posted by [matty3k10](#) on Sun, 12 Jul 2009 17:01:00 GMT
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Goztow wrote on Sun, 12 July 2009 10:36: What if I as GDI put timed c4 on the HON, get killed and the timed goes off when I respawned in my base?

The building would still take damage. All I basically did was create a wall inbetween the bases that appears invisible to the clients. So when someone try's to do b2b the "wall" prevents the buildings from taking damage.

Subject: Re: C&C Islands b2b fix
Posted by [R315r4z0r](#) on Sun, 12 Jul 2009 18:12:17 GMT
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So it's basically the same thing as the laser fences, just now the fence is invisible?

Subject: Re: C&C Islands b2b fix
Posted by [matty3k10](#) on Sun, 12 Jul 2009 18:16:17 GMT
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R315r4z0r wrote on Sun, 12 July 2009 14:12: So it's basically the same thing as the laser fences, just now the fence is invisible?

Correct.

Subject: Re: C&C Islands b2b fix
Posted by [dr3w2](#) on Sun, 12 Jul 2009 19:08:26 GMT
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now not only do you have idiots asking "WHY CANT I SHOOT THROUGH THE LASER FENCE"
you can now hear
"WHY CANT I SHOOT THROUGH THE INVISIBLE WALL"

Subject: Re: C&C Islands b2b fix
Posted by [Gen_Blacky](#) on Mon, 13 Jul 2009 02:55:30 GMT
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andr3w282 wrote on Sun, 12 July 2009 14:08

now not only do you have idiots asking "WHY CANT I SHOOT THROUGH THE LASER FENCE"
you can now hear
"WHY CANT I SHOOT THROUGH THE INVISIBLE WALL"

yep

Subject: Re: C&C Islands b2b fix
Posted by [Starbuzz](#) on Mon, 13 Jul 2009 03:22:19 GMT
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andr3w282 wrote on Sun, 12 July 2009 14:08

now not only do you have idiots asking "WHY CANT I SHOOT THROUGH THE LASER FENCE"
you can now hear
"WHY CANT I SHOOT THROUGH THE INVISIBLE WALL"

Even a half-brained monkey would know to move up more closer to the enemy base.
