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Subject: Re: O.o red hell

Posted by [StealthEye](#) on Tue, 22 May 2007 16:47:12 GMT

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I can't think of anything other than that it would be engine based indeed...

I don't think simply driving into each other gets you this bug, the most successful attempt of mine was to keep pushing the harvester at one corner of the harvester (collision box), and after a few minutes or trying you would eventually get "blue" hell for a couple of seconds, then if you stopped pushing it would fix itself, but if you pushed for even longer it would stay :s Didn't quite help me though, as it took much too long to reproduce and test it.

Does anyone know for sure what happens on the server when this happens? If I'm right then the server does not have this problem, that would indicate it is indeed the lag reduction code failing. Has anyone ever had this in a singleplayer game or a client hosted game? (I doubt that, I can't imagine many people play that regularly )

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