Subject: PT bug
Posted by Sir Kane on Wed, 16 Nov 2005 15:32:41 GMT
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I'm currently trying to fix the purchase terminal access bug. But I need be able to force-generate it in order to fix it.

Does anyone happen to know how to do so?

Subject: Re: PT bug
Posted by HELP MEEE on Wed, 16 Nov 2005 19:27:02 GMT
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just kill urself with c4

Subject: Re: PT bug
Posted by TD on Wed, 16 Nov 2005 20:39:38 GMT
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Silent Kane wrote on Wed, 16 November 2005 16:32I'm currently trying to fix the purchase terminal access bug. But I need be able to force-generate it in order to fix it.

Does anyone happen to know how to do so?
You mean, how to get that bug... Well, just play for a while in a game... normally... then leave, play in a different server.. When the server you left first changes map (maybe two times to be sure) just come back in, for a high percentage of a chance to have that bug...

Subject: Re: PT bug
Posted by luv2pb on Wed, 16 Nov 2005 21:33:31 GMT
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Join,stay in for about a min. Then leave and rejoin right away. 9 times out of 10 it will happen.

Subject: Re: PT bug
Posted by Goztow on Thu, 17 Nov 2005 07:57:31 GMT
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Whenever you get disconnected to the server, you will most probably be getting in when you join back in.

Force-triggering it is probably not possible, otherwise cheaters would already made a cheat out of it.

Subject: Re: PT bug
Posted by luv2pb on Thu, 17 Nov 2005 18:18:13 GMT
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Goztow wrote on Thu, 17 November 2005 02:57Whenever you get disconnected to the server, you will most probably be getting in when you join back in.

Force-triggering it is probably not possible, otherwise cheaters would already made a cheat out of it.
  How would forcing yourself to not be able to use PTs be an effective cheat?

Subject: Re: PT bug
Posted by =HT=T-Bird on Thu, 17 Nov 2005 21:39:49 GMT
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luv2pb wrote on Thu, 17 November 2005 12:18Goztow wrote on Thu, 17 November 2005 02:57Whenever you get disconnected to the server, you will most probably be getting in when you join back in.

Force-triggering it is probably not possible, otherwise cheaters would already made a cheat out of it.
  How would forcing yourself to not be able to use PTs be an effective cheat?

Goztow meant force-triggering it on others, luv...

Subject: Re: PT bug
Posted by TD on Fri, 18 Nov 2005 00:30:38 GMT
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Just a question, is there any way that the Start Button bug can be fixed? Either clientside, serverside or both?

Subject: Re: PT bug
Posted by light on Fri, 18 Nov 2005 05:02:23 GMT
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TD wrote on Fri, 18 November 2005 13:30Just a question, is there any way that the Start Button bug can be fixed? Either clientside, serverside or both?

In my experience (on WOL, XWIS may differ):

- Client

  - Use a different nickname
  - Restart Renegade

- Server

  - Restart server

Those are the only things I know that remedy it.

Subject: Re: PT bug
Posted by TD on Fri, 18 Nov 2005 08:10:21 GMT
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PT bug can be bypassed by suiciding. Silent Kane is trying to fix stuff like this. Suicide is faster than restart ren. So if SK tries to fix the little PT bug, then... he might also try to fix the start button bug.

Subject: Re: PT bug
Posted by light on Fri, 18 Nov 2005 11:14:57 GMT
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TD wrote on Fri, 18 November 2005 21:10PT bug can be bypassed by suiciding. Silent Kane is trying to fix stuff like this. Suicide is faster than restart ren. So if SK tries to fix the little PT bug, then... he might also try to fix the start button bug.

Suicide is faster, but I would rather run on Tiberium, and keep all my money.

Subject: Re: PT bug
Posted by TD on Fri, 18 Nov 2005 16:29:46 GMT
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YES, but I am talking about the Start Button bug, is there a way to FIX that, not... bypass..

Subject: Re: PT bug
Posted by Cat998 on Mon, 21 Nov 2005 07:28:02 GMT
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TD wrote on Fri, 18 November 2005 01:30Just a question, is there any way that the Start Button bug can be fixed? Either clientside, serverside or both?

Yes, there is, and I already fixed it on my server

Subject: Re: PT bug
Posted by Goztow on Mon, 21 Nov 2005 07:59:34 GMT
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Cat998 wrote on Mon, 21 November 2005 02:28TD wrote on Fri, 18 November 2005 01:30Just a question, is there any way that the Start Button bug can be fixed? Either clientside, serverside or both?

Yes, there is, and I already fixed it on my server

Care to share it?

Subject: Re: PT bug
Posted by Cat998 on Mon, 21 Nov 2005 16:24:28 GMT
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Its based on WOLProxy, and WOLProxy is not public

Subject: Re: PT bug
Posted by luv2pb on Mon, 21 Nov 2005 18:15:47 GMT
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Cat998 wrote on Mon, 21 November 2005 11:24Its based on WOLProxy, and WOLProxy is not public
your telling me that your modified version of WOLproxy not only keeps the server up but reconnects to XWIS/WOL upon XWIS/WOL connection loss?

And WOLproxy is public but most servers run a heavily modified version that they will not share.