Subject: scratchy harvy
Posted by Veyrdite on Fri, 29 Sep 2006 08:27:07 GMT
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this annoying bug frequently annoys me
im driving a vehicle (pref. a sedan) and then drive into a harvy (either team) and suddenly
everything dissapears and the harvy and i spin crazily together. even if i get out i dont die, so i
have to commit suicide (killin all my credits), meanwhile the hary refreshes a few blocks back and
is fine.
a person watched me do it on c&c_egypt, he said the harvy and i just dissapeared and the harvy
reappeared back at the ramp from the enemy's base.
i hit the front corner, just beside the wheel
i've never been able to reanact it on purpose, yet it still happens when i ram the enemys harvestor
accidently.

Subject: Re: scratchy harvy
Posted by Goztow on Fri, 29 Sep 2006 08:28:40 GMT
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Leave and rejoins straight away, to avoid loosing your credits. Yes, Renegade has a lot of bugs.
It's called rushing a game or also "EA games".

Subject: Re: scratchy harvy
Posted by Veyrdite on Fri, 29 Sep 2006 08:40:38 GMT
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any chance i could aquire a script (that renguard doesn't despise) to avoid it

Subject: Re: scratchy harvy
Posted by Goztow on Fri, 29 Sep 2006 09:03:50 GMT
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No.

Subject: Re: scratchy harvy
Posted by StealthEye on Fri, 29 Sep 2006 09:15:25 GMT
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It might be possible to fix, but it is really hard as I have no way to reproduce this, as it only
happens 1% of the time :/

Subject: Re: scratchy harvy
Posted by Spoony on Fri, 29 Sep 2006 10:07:30 GMT
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someone making a fix for bluescreen would be better than anything else anyone has EVER done for renegade...

Subject: Re: scratchy harvy
Posted by futura83 on Fri, 29 Sep 2006 14:49:20 GMT
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has anyone ever found out the XYZ position of someone who has gone to blue hell?
]

or would it be where they were before they went to blue hell?

Subject: Re: scratchy harvy
Posted by jnz on Fri, 29 Sep 2006 14:59:47 GMT
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the17doctor wrote on Fri, 29 September 2006 15:49has anyone ever found out the XYZ position of someone who has gone to blue hell?
]

or would it be where they were before they went to blue hell?

blue hell is just under the map hence the name hell. the reason you are falling is there is nothing that will stop you lol

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Subject: Re: scratchy harvy
Posted by futura83 on Fri, 29 Sep 2006 15:15:52 GMT
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not really, as there have been times i have flashed to blue hell and back without suiciding

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Subject: Re: scratchy harvy
Posted by PlastoJoe on Fri, 29 Sep 2006 17:19:27 GMT
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The only way I've encountered this was twice under extremely laggy conditions. Was it similar for you?

Subject: Re: scratchy harvy
Posted by Tunaman on Fri, 29 Sep 2006 18:36:35 GMT
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There's 2 kinds of blue hell.. One is when you first get into a vehicle, your screen goes blue, and then when you exit, you can't see your body, or the vehicle you exited, but you move around VERY laggy. The only real way to fix this one is to leave/rejoin.
The other thing people call "blue hell", although its pretty different, is by running two vehicles togethor in a way Renegade doesn't like.. sometimes only one will fly into space, and sometimes both will. You'll notice you'll be flying away from the map somewhere in the sky.. Other players will be able to see your vehicle doing flips in the sky if they can find it. If you have c4, you can exit your vehicle and blow yourself up to get back to base, or you could just leave and rejoin, although its not necessary.

Subject: Re: scratchy harvy
Posted by Veyrdite on Sat, 30 Sep 2006 04:44:30 GMT
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isn't blue hell the thing that level edit starts on before you load anything-
i guess on the map nightox it will be black hell

Subject: Re: scratchy harvy
Posted by terminator 101 on Sat, 30 Sep 2006 04:55:05 GMT
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Goztow wrote on Fri, 29 September 2006 04:28It's called rushing a game or also "EA games".

Now that I think of it, EA might as well stand for Early Abandomware

Subject: Re: scratchy harvy
Posted by Ryu on Sat, 30 Sep 2006 19:47:23 GMT
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I hate when you're rushing in a apc, you havn't been caught, and BOOM

Blue hell, I'm like OMFG FOR THE 100 TIME THIS WEEK, BLUE HELL SUCKS!

Mostly when i just get in a Tank tho, It's weird.

On a few server's (Tonyrolm pointed this out) It's when you're running server side stuff, Like .ddb .isd .lsd , I think that could cause Blue Hell, Not sure.

Subject: Re: scratchy harvy
Posted by Veyrdite on Sat, 30 Sep 2006 23:57:36 GMT
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if you made the ground out of a box instead of a plane, and then set the obbox setting on in gmax would this stop it happening?