Subject: i saw strange thyngies on rene
Posted by candc5297 on Sat, 18 Nov 2006 20:14:40 GMT
View Forum Message <> Reply to Message

i posted my ss on this forum: http://www.thekoss2.org/forum/viewtopic.php?t=4187

plz check it out, and tell my wth it was.
i don't see them anymore, and it was the first time
the green plate is just 1 of the problem I had that map, the others were black plates all over the
map and orange lines.
plz tell me what it was, and how that i can make sure that i never have them again

Subject: Re: i saw strange thyngies on rene
Posted by z310 on Sat, 18 Nov 2006 20:20:42 GMT
View Forum Message <> Reply to Message

It's my cock. Though I don't know why it appears green.

Subject: Re: i saw strange thyngies on rene
Posted by fl00d3d on Sat, 18 Nov 2006 20:22:37 GMT
View Forum Message <> Reply to Message

Sure it wasn't black, big guy?

candc5297: This game as a LOT of bugs/glitches and rendering issues. Unless it affects your
gameplay you are advised to ignore it.

Subject: Re: i saw strange thyngies on rene
Posted by TD on Sat, 18 Nov 2006 21:08:28 GMT
View Forum Message <> Reply to Message

WTF, first GH*STS inside the GDI POWER PLANET and now C*CKS outside the GDI POWER
PLANET!

Renegade - The New Evolution...

Prepare for the r0flplanets...

Subject: Re: i saw strange thyngies on rene
Posted by havoc9826 on Sat, 18 Nov 2006 21:24:30 GMT
View Forum Message <> Reply to Message

Heh, that reminds me of some stuff that happened to me on city_flying a couple years ago.

Subject: Re: i saw strange thyngies on rene
Posted by TD on Sat, 18 Nov 2006 21:32:25 GMT
View Forum Message <> Reply to Message

Renegade keeps getting weirder, hmm :S

What's also funny is when I was in a pretty damn laggy server where on mesa when I bought a med, it went out of the WF and drove all the way to the PP (the side of the doors). I kept running to it, it drove away from me, stupid thing, lol... Should've had Frapz...

Subject: Re: i saw strange thyngies on rene
Posted by icedog90 on Sat, 18 Nov 2006 21:57:09 GMT
View Forum Message <> Reply to Message

Not nearly as messed up as Blazer's Simpsons glitch.

Subject: Re: i saw strange thyngies on rene
Posted by Tunaman on Sat, 18 Nov 2006 21:59:22 GMT
View Forum Message <> Reply to Message

havoc9826 wrote on Sat, 18 November 2006 16:24Heh, that reminds me of some stuff that happened to me on city_flying a couple years ago.

That is sexy.
I actually think Renegade looks cooler all glitched up like that. =[

Subject: Re: i saw strange thyngies on rene
Posted by mrpirate on Sat, 18 Nov 2006 23:25:21 GMT
View Forum Message <> Reply to Message

looks like video memory errors... if you're overclocking your video card (somehow I doubt this) try decreasing the memory clock. if you're not, try getting better cooling for you computer if this starts happening a lot

---

Subject: Re: i saw strange thyngies on rene
Posted by Veyrdite on Sat, 18 Nov 2006 23:42:19 GMT
View Forum Message <> Reply to Message

the orange stripes on c&c_flying are an actual texture, mismatches are not ramdom but caused by the ren engine, supposedly tring to fix mistakes up, making more mistakes.

the green stripes on mesa look like light objects, as i dont remember there being green stripes in rens textures. but it looks like the same texture as c&c_flying's bug just green.

the rest are simply all the dds's in the always.dats.

translates to an improper name load.
if it was any and evey level you played on the server, maybe a connection requirement fault, but if the menu background (when you first open the game) is different, you game has just loaded the way westwood wanted you to load it lol

---

Subject: Re: i saw strange thyngies on rene
Posted by Zion on Sat, 18 Nov 2006 23:46:00 GMT
View Forum Message <> Reply to Message

dthdealer wrote on Sat, 18 November 2006 23:42... mismatches are not ramdom but caused by the ren engine, supposedly tring to fix mistakes up, making more mistakes...

Just goes to show how much dedication EA put into Westwood.

Subject: Re: i saw strange thyngies on rene
Posted by Kanezor on Sun, 19 Nov 2006 06:14:26 GMT
View Forum Message <> Reply to Message

Merovingian wrote on Sat, 18 November 2006 17:46dthdealer wrote on Sat, 18 November 2006 23:42... mismatches are not ramdom but caused by the ren engine, supposedly tring to fix mistakes up, making more mistakes...

Just goes to show how much dedication EA put into Westwood.

I do hope I don't detect your sarcasm there...

By the way... my Renegade crashed shortly after taking this screenshot months (a year?) ago:

Subject: Re: i saw strange thyngies on rene
Posted by light on Sun, 19 Nov 2006 09:27:25 GMT

Only proper glitch I've had made everything pretty much see-through.

File Attachments
1) ScreenShot130.jpg, downloaded 790 times

2) ScreenShot132.jpg, downloaded 803 times

3) ScreenShot134.jpg, downloaded 784 times

Subject: Re: i saw strange thyngies on rene
Posted by icedog90 on Sun, 19 Nov 2006 09:29:33 GMT
View Forum Message <> Reply to Message

VIS errors.

Subject: Re: i saw strange thyngies on rene
Posted by Sniper_De7 on Sun, 19 Nov 2006 12:27:51 GMT
View Forum Message <> Reply to Message

When I had a voodoo5500 when I started playing renegade 4 years ago I could pretty much see through the walls ceiling and floor of a building. Thankfully, all I had to do was to alt tab and go back into renegade so that I could see where I was going. Trying to shoot people when you don't know there's a wall = pretty crappy.

Subject: Re: i saw strange thyngies on rene
Posted by Ma1kel on Sun, 19 Nov 2006 12:44:25 GMT
View Forum Message <> Reply to Message

asdf

File Attachments
1) ScreenShot83.JPG, downloaded 783 times

Host: (DragonServ): We have a new ladder system up and running (as of July 8th 2006)! Check it out online at http://ladder.black-cell.net or use the !ladder command ingame to view your stats.

mrhankee9 doodde TheShootingDutchMan

	Speler	Slachtoffers	Sterfgevallen	K/D	Kredieten	Score	Rank
2.	HFzghostk	4	16	0.3	—	1472	—
3.	ibtd	4	1	4.0	—	1349	357
4.	TheShootingDutchMan	1	2	0.5	—	—	900
6.	PsYcHoCrAzYblaCkGuY	7	3	2.3	—	—	799
12.	KobraBeat	1	1	1.0	—	516	—
13.	CFEbrolli	4	3	1.3	—	482	—
16.	joe401964	1	1	1.0	—	434	2652
18.	[ULoW]FiNMaNis2	0	0	—	—	—	177
19.	bigbone9	0	6	0.0	—	124	—
20.	kaocpro	0	2	0.0	—	48	—
21.	fax10666	0	5	0.0	—	26	—
23.	artcher01	0	0	—	—	0	—

E

EVA

+100
100

BCma1kel
Rekruut

Kredieten: 3435

012

Automatisch

Subject: Re: i saw strange thyngies on rene
Posted by icedog90 on Mon, 20 Nov 2006 06:58:24 GMT
View Forum Message <> Reply to Message

Sniper_De7 wrote on Sun, 19 November 2006 04:27When I had a voodoo5500 when I started playing renegade 4 years ago I could pretty much see through the walls ceiling and floor of a building. Thankfully, all I had to do was to alt tab and go back into renegade so that I could see where I was going. Trying to shoot people when you don't know there's a wall = pretty crappy.

My sister's old old computer like three years ago had a 16mb voodoo, and it did exactly that. It's because it only supports OpenGL.

Subject: Re: i saw strange thyngies on rene
Posted by terminator 101 on Fri, 24 Nov 2006 02:30:11 GMT
View Forum Message <> Reply to Message

Wow Kanezor. That looks hideous. It sort of looks like a nightmare

Subject: Re: i saw strange thyngies on rene
Posted by Veyrdite on Sun, 03 Dec 2006 00:35:08 GMT
View Forum Message <> Reply to Message

the ss that was taken and then crashed the game, did the textures move when you moved? that would than be a texture pass problem,(try making a level in renx with 3 passes, all the same type (opaque) and otherwise set them up normally with different textures, then export it. than you'l know what i mean by moving textures) the image looks like the multiplayer loading screen, if its just one quarter of the image you have the same problem as what i explained earlier on this subject. if there seem to be 4 passes then the images (all 4 of them, as the multiplayer load screen is split into 4) have somehow mixed with the terrain.
when you do the multi-pass bit, select yes on all the boxes popping up when exporting. if the textures did move then your game is guaranteed to cra$h, unless the game is on min quality and you have 50 raedons.
sorry if i made a mistake in the middle of that