Subject: That weird bug that happens once in a while...
Posted by reborn on Sat, 27 Jan 2007 19:12:04 GMT
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I have seen this only about 6 times in the long time I have been playing ren.
Someone joins the server and they look like a GDI soldier, but are listed in the Nod team and
there name is red. And whenever they kill someone it says they done it "treasonasly". Vice vera
for Nod.

Attatched is a screen shot of it when I encountered it today in BCserv.

I wonder why it happens o.0

File Attachments
1) ravesshaw.gif, downloaded 553 times

Subject: Re: That weird bug that happens once in a while...
Posted by Kamuix on Sat, 27 Jan 2007 21:56:30 GMT
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Interesting, i never seen that bug before though

Subject: Re: That weird bug that happens once in a while...
Posted by MexPirate on Sat, 27 Jan 2007 21:57:34 GMT
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it's just a weird bug and it only shows up like that for you, other people see it correctly. Restarting ren usually sorts it.

Subject: Re: That weird bug that happens once in a while...
Posted by FiresFriend64 on Sat, 27 Jan 2007 23:09:04 GMT
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only seen this twice myself, its some kind of glitch when the server remix's teams i think, but all the same rules apply (ob/agt and such), just a lil screwy

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Subject: Re: That weird bug that happens once in a while...
Posted by Crimson on Sun, 28 Jan 2007 01:15:27 GMT
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It happens on n00bstories all the time... it happens when you join between maps. You get mixed information about who's in the game, what team they're on, etc... sometimes you might even see someone who's already left the game with their score from the previous map making it look like they're a cheater when they're not even in the game anymore.

We run into it a lot since the server is usually full and people are clicking the start button over and over trying to get in. When the map ends, usually a few people leave, so that's when those people can finally get in and they hit the crucial time where this bug occurs.

Subject: Re: That weird bug that happens once in a while...
Posted by rm5248 on Sun, 28 Jan 2007 02:49:58 GMT
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I think that has happened to me before. It was rather annoying, I don't think my points went up at all, but if I remember corretly it fixed itself when I re-joined the server.

Subject: Re: That weird bug that happens once in a while...
Posted by Veyrdite on Sun, 28 Jan 2007 03:41:27 GMT
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treason? never had that come up

Subject: Re: That weird bug that happens once in a while...
Posted by Kanezor on Sun, 28 Jan 2007 05:37:24 GMT
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dthdealer wrote on Sat, 27 January 2007 21:41treason? never had that come up
You've never played on a server where friendly fire is enabled.

Subject: Re: That weird bug that happens once in a while...
Posted by Viking on Sun, 28 Jan 2007 05:41:15 GMT
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Yah I saw this a few times.

Subject: Re: That weird bug that happens once in a while...
Posted by Veyrdite on Sun, 28 Jan 2007 05:43:00 GMT
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Quote: You've never played on a server where friendly fire is enabled.
no.

Subject: Re: That weird bug that happens once in a while...
Posted by Caveman on Sun, 28 Jan 2007 12:32:25 GMT
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Yeah I have seen this a few times, though I haven't seen it happen on a base defence map.

Subject: Re: That weird bug that happens once in a while...
Posted by Scythar on Sun, 28 Jan 2007 18:19:18 GMT
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The fun stuff starts when you try to private message the player in question. The receiver of the message is different than the one it is supposed to go to, but you won't realize it until you ask for the receiver's nickname.