Subject: Object Collision errors
Posted by Veyrdite on Sun, 08 Jun 2008 03:59:18 GMT
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I've discovered today that the W3D engine can't handle multiple collidable faces at the same location (demonstrated in the video attached). I'm guessing this is one of the causes of getting stuck in containers in server-sided maps (because of Renegade's poor net code).

Note that the container and the laser-fence are both objects, not tiles, no scripts are attached to either and the laser-wall represents a wide ladder.

Sorry for the poor video quality, It was the only way to get the filesize small enough to post. Also note that the video is Xvid format. Please do not stream it.

File Attachments
1) Game2_24.avi, downloaded 187 times

Subject: Re: Object Collision errors
Posted by Reaver11 on Sun, 08 Jun 2008 09:04:12 GMT
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I know that when you are using ssgm you cant hop ontop of the cargo boxes and that you can walk through laserfences. But on the regular ssaow 1.51 I never had any problems. I can dump alot of stuff on the same place and no collision bugs.

Is this your own server or someones else? Otherwise you could try ssaow. (I had this problem when I upgraded the server to ssgm)

Subject: Re: Object Collision errors
Posted by StealthEye on Sun, 08 Jun 2008 09:07:59 GMT
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Could you send me the map you are using there so that I can attempt to fix it and have a map to test it on?

Subject: Re: Object Collision errors
Posted by Veyrdite on Sun, 08 Jun 2008 10:07:57 GMT
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I forgot to mention this is a pkg file run in LAN mode, so don't get too excited!

File Attachments

1) `Collision_Error.exe`, downloaded 144 times
2) `Collision_Error_Source.exe`, downloaded 124 times

Subject: Re: Object Collision errors
Posted by Yrr on Sun, 08 Jun 2008 10:20:11 GMT
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Do you use plain objects or do you use some 'helper' objects whose model you change to a container?

Subject: Re: Object Collision errors
Posted by Veyrdite on Sun, 08 Jun 2008 10:33:10 GMT
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WHA???? My post lost it's text and attachments when I edited it?
I'll re-attach them again.
EDIT: Done. See my last post

Subject: Re: Object Collision errors
Posted by StealthEye on Sun, 08 Jun 2008 10:47:35 GMT
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Ok thanks, I'll have a look at it soon. I won't promise anything though.

Subject: Re: Object Collision errors
Posted by StealthEye on Sun, 08 Jun 2008 11:34:56 GMT
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This happens because of the ladders. Below ladders you can walk through objects. This is done to prevent two soldiers climbing/exiting a ladder at the same time from getting stuck.

Subject: Re: Object Collision errors
Posted by Veyrdite on Mon, 09 Jun 2008 01:05:02 GMT
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StealthEye wrote on Sun, 08 June 2008 21:34This happens because of the ladders. Below ladders you can walk through objects. This is done to prevent two soldiers climbing/exiting a ladder at the same time from getting stuck.
Thanks, it was an annoying problem.

Subject: Re: Object Collision errors
Posted by _SSnipe_ on Mon, 09 Jun 2008 01:38:42 GMT
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hmm that never happen to me before...

Subject: Re: Object Collision errors
Posted by Burn on Mon, 09 Jun 2008 15:48:16 GMT
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Hmm... I'm having a problem similar to that I think. I'm working on a map right now and suddenly in one room where I have desks and chairs I can walk right through everything (except the chairs, strangely enough.)

When I just hit "Make" for my map and run around all of the collision works, but now since I added paths and added those little blue houses to all my buildings, I can run through these objects. Also, I can do it only in this one area. It seems like everywhere else on the map the collision works. I don't think it's the ladders though.

Anyone have any suggestions?

Subject: Re: Object Collision errors
Posted by StealthEye on Mon, 09 Jun 2008 16:41:50 GMT
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Perhaps elevators, they have the same effect as ladders iirc. Apart from that I can not think of anything.