Subject: islands crack
Posted by candy on Fri, 15 Aug 2008 03:00:00 GMT
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will the cracks in island be fixed? as they are there, but ur not allowed to use them on almost every server
same as with glass shooting, will that problem be fixed

i think i saw these request before, just can't find it anywere so i just ask

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Subject: Re: islands crack
Posted by gkl21 on Fri, 15 Aug 2008 12:40:32 GMT
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Glass shooting was fixed in CP2.

Subject: Re: islands crack
Posted by mrÃ£Ã§Ä·z on Fri, 15 Aug 2008 12:51:43 GMT
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No its not, hat would you fix there ? if they should "fix" that
then every map should be redone

Subject: Re: islands crack
Posted by =HT=T-Bird on Fri, 15 Aug 2008 13:51:05 GMT
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No...CP2 didn't fix glassing...either that or its a client side fix. Go ahead and fix crackshooting too, though. (I thought the BI sniper server allowed it, but apparently Wiener or Reffy thought otherwise.)

P.S. Wiener, could you verify that that's correct with a post here? Don't want to be caught passing on bad info...as all I know is that Gwynzer said on IRC that Wiener or Reffy decided it was a no go.

Subject: Re: islands crack
Posted by karmai on Fri, 15 Aug 2008 15:50:38 GMT
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crack shootign isnt a glitch, its made so you dont camp behind that pillar all game.

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glass shooting was fixed along time ago, but not everyone uses core patch, so fix it with this patch aswell

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Subject: Re: islands crack
Posted by mrÃ£Ã§Ä·z on Fri, 15 Aug 2008 16:26:33 GMT
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its no glitch (>_<)

Subject: Re: islands crack
Posted by blly on Fri, 15 Aug 2008 16:27:44 GMT
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well i guess since madrackz and kramai say its not a glitch we shouldnt consider this. lock please.

Subject: Re: islands crack
Posted by trooprm02 on Fri, 15 Aug 2008 16:33:24 GMT
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lmfaoo, this isn't a glitch? Every time you kill someone using this, you pretty much get banned for using "spectate mode", why? Because your shooting thro walls while not lagging...but ya WW intended that!!! x=yz=*jmk2o0983-/renegay2083=it was intentional.

Subject: Re: islands crack
Posted by jnz on Fri, 15 Aug 2008 16:55:39 GMT
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I don't see how you're shooting through a wall with this. There is clearly a gap.

Subject: Re: islands crack
Posted by KobraOps on Fri, 15 Aug 2008 20:32:32 GMT
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Glass shooting (not going to say how because abunch of ppl will do it) is when u shoot through the glass of one tunnel and hit a target in another tunnel, which is a glitch obviously.

Subject: Re: islands crack
Posted by =HT=T-Bird on Fri, 15 Aug 2008 20:44:23 GMT
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Glassing is clearly an exploitable glitch: we (BI/TK2) have banned someone for it once already. Crackshooting, on the other hand, is debatable.

Subject: Re: islands crack
Posted by Ethenal on Sat, 16 Aug 2008 14:52:44 GMT
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The cracks in the walls on Islands were designed by Westwood purposely to keep the players from camping those pillars... why should that be "fixed"?

Subject: Re: islands crack
Posted by trooprm02 on Sat, 16 Aug 2008 20:38:47 GMT
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Ethenal wrote on Sat, 16 August 2008 09:52The cracks in the walls on Islands were designed by Westwood purposely to keep the players from camping those pillars... why should that be "fixed"?

Ya, I can agree with that. Funny thing is most sniping servers don't "allow" it, just like they don't allow "hugging" (lol?), but im guessing they will leave it and just make a non-cp2 fix fo shooting thro the glass.

Subject: Re: islands crack
Posted by Homey on Sun, 17 Aug 2008 04:32:18 GMT
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It isn't a glitch. Plus people that hide like that deserve to be shot at anyways.

Subject: Re: islands crack
Posted by BlueThen on Sun, 17 Aug 2008 04:48:22 GMT
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Anyone mind filling me in on what this "crack" is?

Subject: Re: islands crack
Posted by Craziac on Sun, 17 Aug 2008 05:33:10 GMT
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The space between the pillar and the glass (or wall) where you can shoot through to hit people behind the pillar.

Subject: Re: islands crack
Posted by Aircraftkiller on Sun, 17 Aug 2008 05:47:59 GMT
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Try posting a screenshot. Some of us haven't played since 05 and likely forgot exactly where it is that you're talking about.

Subject: Re: islands crack
Posted by Craziac on Mon, 18 Aug 2008 22:31:09 GMT
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Kinda hard to see but you can see the bulletholes on the ground, they're on the other side of the pillar. That's the crack that can be shot through.

Subject: Re: islands crack
Posted by Aircraftkiller on Mon, 18 Aug 2008 22:55:54 GMT
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Mike just forgot to extend the pillar geometry to the sides, consider it an unfortunate bug in the level design. He's a tad on the absent minded side from what I recall and Noddingham (I never did release that, come to think of it) had some issues that were comparable to that glitch on Islands. There's a few other issues I won't bother listing here for the sake of preventing more problems from cropping up.

Subject: Re: islands crack
Posted by =HT=T-Bird on Tue, 19 Aug 2008 00:19:31 GMT
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Ah. We were thinking it was intentional, but I guess not. So, fixing this for TT would be A-OK by me.

Subject: Re: islands crack
Posted by Craziac on Tue, 19 Aug 2008 00:45:20 GMT
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I'm not sure it would be priority for the (first) TT patch, anyway.

Subject: Re: islands crack
Posted by trooprm02 on Tue, 19 Aug 2008 01:12:37 GMT
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fix glass shotting, crack shotting should be left alone (because it was clearly intended, but shooting thro the glass walls wasn't).

Subject: Re: islands crack
Posted by Aircraftkiller on Tue, 19 Aug 2008 01:15:40 GMT
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I know the man who made Islands, it was most definitely not intended to be in the game. It seems pointless to have pillars to hide behind if you can be shot easily while doing so.

Subject: Re: islands crack
Posted by Nightma12 on Tue, 19 Aug 2008 01:26:16 GMT
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trooprm02 wrote on Mon, 18 August 2008 20:12fix glass shotting, crack shotting should be left alone (because it was clearly intended, but shooting thro the glass walls wasn't).

Quote:Mike just forgot to extend the pillar geometry to the sides, consider it an unfortunate bug in the level design.

Explain?

Subject: Re: islands crack
Posted by trooprm02 on Tue, 19 Aug 2008 01:28:18 GMT
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As mentioned before, so people couldn't stand their during the entire map, it makes sure you aren't invisible there. And its impossible to say exactly what the level modelers were thinking, and the majority vote is to leave it, I could go on.

Subject: Re: islands crack
Posted by nikki6ixx on Tue, 19 Aug 2008 01:36:36 GMT
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I dunno... that crack looks like an oversight, considering other pillars within the tunnels don't have cracks.

Subject: Re: islands crack
Posted by Aircraftkiller on Tue, 19 Aug 2008 01:46:25 GMT
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Even though I know Mike and collaborated with him in the past, you're going to assume I don't know what I'm talking about. That's fine - most people don't really take your opinions as more than barely literate ramblings.

Subject: Re: islands crack
Posted by DutchNeon on Tue, 19 Aug 2008 02:15:17 GMT
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This might be off topic, but if we are talking about the tunnels on Islands, what about the possibility of vehicles shooting tunnels? Would this also be a glitch? Shooting the tunnel with an Arty works really well, due the splash damage.

Subject: Re: islands crack
Posted by Aircraftkiller on Tue, 19 Aug 2008 02:45:40 GMT
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It's about as much as a glitch as vehicles shooting into hallways is on other levels, so long as you're shooting into the hallway from a hall entrance and not shooting it in the main area of the hall from behind the mesh.

Subject: Re: islands crack
Posted by _SSnipe_ on Tue, 19 Aug 2008 03:04:33 GMT
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Glass Shooting=Glitch Needs Fixing If Not Already
Gap Between Pillar And Glass=Not Glitch Dont Fix Only If You want Serverside

Subject: Re: islands crack
Posted by Xpert on Tue, 19 Aug 2008 03:36:45 GMT
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Are you that retarded to think the gaps on the Island walls were intentional? LOL.

Fix Glass Shooting yes, leave the cracks up to serverside modifications. If you don't want it, it isn't that hard to block off with something like barrels.

Subject: Re: islands crack
Posted by Aircraftkiller on Tue, 19 Aug 2008 03:56:35 GMT
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I like how people come in and post without reading anything.

Subject: Re: islands crack
Posted by karmai on Tue, 19 Aug 2008 04:59:25 GMT
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i love how everyone wants crack shooting fixed, when its hardly a problem.. just dont fucking hide there, its simple

seriously apart from in a stupid sniping server how often do you get killed by a crack shot ;/

Subject: Re: islands crack
Posted by DutchNeon on Tue, 19 Aug 2008 12:37:47 GMT
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You mean this Aircraftkiller? Its an advantage for nod, if the HoN is down. I used to tunnel whore 'fish' with an Arty to stop/kill GDI infantry in the tunnels, by shooting the tunnels through the water. This is not possible for GDI except for infantry from the walls (Gunner etc, as they got splash damage, but not infinite ammo).

Subject: Re: islands crack
Posted by Homey on Tue, 19 Aug 2008 13:49:17 GMT
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DutchNeon wrote on Tue, 19 August 2008 08:37You mean this Aircraftkiller? Its an advantage for nod, if the HoN is down. I used to tunnel whore 'fish' with an Arty to stop/kill GDI infantry in the tunnels, by shooting the tunnels through the water. This is not possible for GDI except for infantry from the walls (Gunner etc, as they got splash damage, but not infinite ammo).

Nothing compares to the splash of an arty anyways. I didn't know you could do that, but yeah I'd say it's a map glitch.

Subject: Re: islands crack

Posted by ErroR on Wed, 20 Aug 2008 10:42:08 GMT

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Homey wrote on Tue, 19 August 2008 16:49
BLABLALBLALB + an image taht is one post above
Please don't quote the above image or don't quote the image at all just quote the post cuz till both load it takes some time on slow net

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Subject: Re: islands crack
Posted by saberhawk on Wed, 20 Aug 2008 10:56:38 GMT

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ErroR wrote on Wed, 20 August 2008 05:42Homey wrote on Tue, 19 August 2008 16:49
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Subject: Re: islands crack
Posted by ErroR on Thu, 21 Aug 2008 10:59:01 GMT

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Saberhawk wrote on Wed, 20 August 2008 13:56ErroR wrote on Wed, 20 August 2008 05:42Homey wrote on Tue, 19 August 2008 16:49
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