
Subject: i dont know if this is a bug or wot
Posted by [bly](#) on Thu, 21 Aug 2008 04:54:14 GMT
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when u drive thru a shell during a mass or w/e, u get some surrious warping/lag.

bug, or just shitty comp on my part?

Subject: Re: i dont know if this is a bug or wot
Posted by [Goztow](#) on Thu, 21 Aug 2008 06:29:52 GMT
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Shells aren't a part of standard Renegade. That's probably why Renegade has trouble with them.

Subject: Re: i dont know if this is a bug or wot
Posted by [nopol10](#) on Thu, 21 Aug 2008 08:03:19 GMT
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The shells of vehicles are actually objects with their physical collisions disabled serverside. Since they originally have collisions enabled in the objects file, the clash between server and client/objects would cause the lag when driving through a shell.

Subject: Re: i dont know if this is a bug or wot
Posted by [mr£ÄŞÄ-z](#) on Thu, 21 Aug 2008 08:29:07 GMT
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That will be Automacally fixed with the Autodownloader

Subject: Re: i dont know if this is a bug or wot
Posted by [ErroR](#) on Thu, 21 Aug 2008 10:46:21 GMT
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nopol10 wrote on Thu, 21 August 2008 11:03The shells of vehicles are actually objects with their physical collisions disabled serverside. Since they originally have collisions enabled in the objects file, the clash between server and client/objects would cause the lag when driving through a shell. Hmm now i see... good explanation. It's fun to hide in a shell when the whole enemy base repairs it and as soon as it's back u get in and squish them lol.
