
Subject: Server-side flight roof and stuck aircraft glitch.
Posted by [Veyrdite](#) on Mon, 06 Oct 2008 05:44:36 GMT
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On some coop or single-player death match maps, the player can get his hands on an aircraft. Sometimes it can get itself stuck in a position that the client can move out of, but the server decides the client can't, making him warp back to the stuck position. Even after the client exits the vehicle it will remain hanging. Will this be fixed?
Seeing as the SP maps don't have flight roofs either, could a feature be added that at a configurable height the server makes the client warp their aircraft back down, similar to a flightroof?

Subject: Re: Server-side flight roof and stuck aircraft glitch.
Posted by [StealthEye](#) on Mon, 06 Oct 2008 15:25:47 GMT
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It is probably not going to be fixed. The problem is that it is very hard to figure out why it happens. There is a small (very) chance that the blue hell fix also fixed getting stuck, but it is not likely.

About the flight roof thing, that can be done by a custom server mod and I think it is better as a custom mod than as a TT feature since most maps do not need it.
