Subject: Another vehicle glitch
Posted by cr0sis on Tue, 07 Oct 2008 17:32:01 GMT
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Ok, let me start by saying I'm not asking for this to be corrected
Secondly: I have no idea what it's called etc so I haven't used the forum search function to see if this has been discussed, just looking for a quick answer since I reckoned you guys would be the ones to know.

Sometimes you see a flash (for like one frame) of a vehicle on the opposition in front of you out in the field (City_Fly/Canyon: Between bases).

What is it? What causes it? Why does it happen in those places? Where's my dinner, woman!

I read someplace, a long time ago, it's an image of the vehicle just bought by the other team, is this true?

Subject: Re: Another vehicle glitch
Posted by Herr Surth on Tue, 07 Oct 2008 17:46:05 GMT
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yes, its a vehicle just bought by the other team. If you could remove that, that would be cool, since it gives knowledge of the enemy you shouldnt have.

Subject: Re: Another vehicle glitch
Posted by StealthEye on Tue, 07 Oct 2008 22:32:07 GMT
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It is marked "possibly fixed due to other fixes / no longer reproducable" on our internal todo list. Meaning that it seems to be fixed but it was not confirmed. If it still happens somehow, we will fix it. We will see about that during beta testing.

Subject: Re: Another vehicle glitch
Posted by xpontius on Wed, 08 Oct 2008 05:23:04 GMT
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The issue of random vehicles shooting a repair beam instead of proper firing animations... is that topic kind of like this one? Am I the only one to see this? Just wondering.

Subject: Re: Another vehicle glitch
Posted by Goztow on Wed, 08 Oct 2008 07:03:25 GMT
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xpontius wrote on Wed, 08 October 2008 07:23The issue of random vehicles shooting a repair beam instead of proper firing animations... is that topic kind of like this one? Am I the only one to see this? Just wondering.
This has been fixed.

Subject: Re: Another vehicle glitch
Posted by ErroR on Wed, 08 Oct 2008 11:32:06 GMT
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The vehicle appears at 0,0 and is teleported to the carmaker? my scripts were dead for some time and it appeared at 0,0 and didn't go to airstrip (on nod) but wf worked

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Subject: Re: Another vehicle glitch
Posted by Jerad2142 on Thu, 09 Oct 2008 15:38:12 GMT
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Correct, renegade creates the vehicle at 0,0,0 by default and then almost instantly moves it to the car marker, but under the right conditions of lag the vehicle will sit there on the client long enough for the player to identify what it is.

Subject: Re: Another vehicle glitch
Posted by Chuck Norris on Thu, 09 Oct 2008 18:36:39 GMT
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I was under the impression that this only happens for Nod's vehicles? I've never seen a GDI vehicle spawn there before.

As for the OP, see this.

 http://www.renegadeforums.com/index.php?t=msg&th=30029&start=0&rid=2 3018

Subject: Re: Another vehicle glitch
Posted by StealthEye on Fri, 10 Oct 2008 09:35:03 GMT
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It does. It has got something to do with the vehicle drop cinematic not teleporting the vehicle in time or something.

Subject: Re: Another vehicle glitch
Posted by Jerad2142 on Sun, 12 Oct 2008 00:19:42 GMT

StealthEye wrote on Fri, 10 October 2008 03:35It does. It has got something to do with the vehicle drop cinematic not teleporting the vehicle in time or something.
The cinematic just means that the game has to do a few more steps before it can attach it to the cinematic's bone position.

Subject: Re: Another vehicle glitch
Posted by archerman on Thu, 16 Oct 2008 21:29:49 GMT

Goztow wrote on Wed, 08 October 2008 10:03xpontius wrote on Wed, 08 October 2008 07:23The issue of random vehicles shooting a repair beam instead of proper firing animations... is that topic kind of like this one? Am I the only one to see this? Just wondering.
This has been fixed.
i still see that sometimes.

Subject: Re: Another vehicle glitch
Posted by StealthEye on Thu, 16 Oct 2008 21:30:59 GMT

Gozy meant that it has been fixed in TT.

Subject: Re: Another vehicle glitch
Posted by GEORGE ZIMMER on Fri, 17 Oct 2008 20:29:30 GMT

(Which isn't out yet)

Subject: Re: Another vehicle glitch
Posted by StealthEye on Fri, 17 Oct 2008 23:33:41 GMT

(This is the TT forum, the topic is to ask about whether the bug will be fixed. That it has not been released yet is not relevant...)

Subject: Re: Another vehicle glitch
Posted by Lone0001 on Sat, 18 Oct 2008 01:20:16 GMT

Why does everyone keep referring to the new Patch/Scripts as "TT"?
TT is the group that is making it, "Scripts 4.0" or "Patch 1.038(or 1.04)" is the thing that is being made.

Subject: Re: Another vehicle glitch
Posted by BlueThen on Sat, 18 Oct 2008 01:24:43 GMT

Lone0001 wrote on Fri, 17 October 2008 20:20Why does everyone keep referring to the new Patch/Scripts as "TT"?
TT is the group that is making it, "Scripts 4.0" or "Patch 1.038(or 1.04)" is the thing that is being made.
People like to consider it a project, rather than a group, seeing as how the forum is dedicated to the patch their making.

Subject: Re: Another vehicle glitch
Posted by Lone0001 on Sat, 18 Oct 2008 01:27:50 GMT

Though imo calling it "TT" confuses people so it would be better to call it by it's real name(despite the fact there are more than one names for it, TT not being one).