
Subject: Detecting SBH

Posted by [Prulez](#) on Wed, 05 Nov 2008 13:45:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

I don't think this has been asked before, searched for SBH in this forum and didn't come up with this bug. If it has been asked about, my bad, my apologies.

For the ones not knowing this bug, here's a video demonstrating it: [Click here](#)

Basically, when you're gdi and have a targetbox in your screen, and you then (accidentally) go with your recticle over an SBH, the targetbox disappears. This allows you to spot SBH's pretty easy if you know how.

Could/Should this bug be fixed?

Subject: Re: Detecting SBH

Posted by [ErroR](#) on Wed, 05 Nov 2008 14:01:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

never saw it before, or didn't know it

Subject: Re: Detecting SBH

Posted by [candy](#) on Wed, 05 Nov 2008 14:16:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

fairly easy to do on under or field (maps with a big field and a harvy in the middle of it) if u try to spot stank rushes

Subject: Re: Detecting SBH

Posted by [Hitman](#) on Wed, 05 Nov 2008 16:31:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

nice one posting this out in public... i thought my sbh was found to quickly anyways with all those cheats around, nice now people that dont even cheat can pull a nerd on me to

makes me want to play ren

Subject: Re: Detecting SBH

Posted by [gkl21](#) on Wed, 05 Nov 2008 16:49:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

I thought I seen this issue in the 'fix list'/changelog... Been around for a long time

Subject: Re: Detecting SBH

Posted by [Genesis2001](#) on Wed, 05 Nov 2008 17:02:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

I've known about this for a while. We had an issue with a guy over on St0rm's Server where he claimed to use this method of finding SBH's. We proved it to be true, and thus we have to be extra careful about banning for sbh reveal lol.

Subject: Re: Detecting SBH

Posted by [GEORGE ZIMMER](#) on Wed, 05 Nov 2008 17:40:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

Clearly, Westwood intended this.

Subject: Re: Detecting SBH

Posted by [Ghostshaw](#) on Wed, 05 Nov 2008 18:47:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

It wasn't intended, but then again it sort of was and this means its hard to fix. Currently it just looks for physical obstacles between you and the thing hilighted regardless of wether they are visible or not. We would have to make some sort of workaround to get it too work (cause you don't really want lockon through the glass on Islands for example).

I don't think we should consider this a high priority fix(as its still not very pratical). Sort of something someone might look into after hes out of things to do.

Subject: Re: Detecting SBH

Posted by [Jerad2142](#) on Wed, 05 Nov 2008 19:05:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ghostshaw wrote on Wed, 05 November 2008 11:47It wasn't intended, but then again it sort of was and this means its hard to fix. Currently it just looks for physical obstacles between you and the thing hilighted regardless of wether they are visible or not. We would have to make some sort of workaround to get it too work (cause you don't really want lockon through the glass on Islands for example).

I don't think we should consider this a high priority fix(as its still not very pratical). Sort of

something someone might look into after hes out of things to do.
Just shorten the time units stay selected, it would make this "issue" harder to come across, it would also reduce how long you could watch where people were moving on the other side of a wall.

Subject: Re: Detecting SBH
Posted by [Genesis2001](#) on Wed, 05 Nov 2008 19:10:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

I agree with GhostShaw. It's not very practical to use. :\

It takes time to perform right...So, it's not a high priority bug to fix as only a few know how to use it...effectively

Subject: Re: Detecting SBH
Posted by [GEORGE ZIMMER](#) on Wed, 05 Nov 2008 19:50:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

I was kidding, but, yeah, I'd figure it'd require some time to be reworked. Still, it'd be nice if it would eventually be fixed.

Subject: Re: Detecting SBH
Posted by [Caveman](#) on Wed, 05 Nov 2008 20:21:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Jerad Gray wrote on Wed, 05 November 2008 19:05Ghostshaw wrote on Wed, 05 November 2008 11:47It wasn't intended, but then again it sort of was and this means its hard to fix. Currently it just looks for physical obstacles between you and the thing hilgited regardless of wether they are visible or not. We would have to make some sort of workaround to get it too work (cause you don't really want lockon through the glass on Islands for example).

I don't think we should consider this a high priority fix(as its still not very pratical). Sort of something someone might look into after hes out of things to do.
Just shorten the time units stay selected, it would make this "issue" harder to come across, it would also reduce how long you could watch where people were moving on the other side of a wall.

Yeah lets not do that... Why should everyone suffer?

Subject: Re: Detecting SBH
Posted by [ErroR](#) on Thu, 06 Nov 2008 09:36:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think "It's one more thing that balances the game" even if it's a bug sbh are already a pain in the ass and gdi has nothing to counter them..

Subject: Re: Detecting SBH

Posted by [Jerad2142](#) on Thu, 06 Nov 2008 15:51:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

Caveman wrote on Wed, 05 November 2008 13:21Jerad Gray wrote on Wed, 05 November 2008 19:05Ghostshaw wrote on Wed, 05 November 2008 11:47It wasn't intended, but then again it sort of was and this means its hard to fix. Currently it just looks for physical obstacles between you and the thing hilighted regardless of wether they are visible or not. We would have to make some sort of workaround to get it too work (cause you don't really want lockon through the glass on Islands for example).

I don't think we should consider this a high priority fix(as its still not very pratical). Sort of something someone might look into after hes out of things to do.

Just shorten the time units stay selected, it would make this "issue" harder to come across, it would also reduce how long you could watch where people were moving on the other side of a wall.

Yeah lets not do that... Why should everyone suffer?

I don't see how making it so you can't follow where people are moving on the other side of the wall makes everyone suffer, if anything it just reduces the chances of that one person hopping out from behind the wall and n00bjetting you.

Subject: Re: Detecting SBH

Posted by [Caveman](#) on Thu, 06 Nov 2008 17:00:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yeah and it also help with tanking.. When they're retreating back to base to repair you can work out when to fire as they come out of the base. Why should I not have that ability just because it can be abused with SBHs.

Subject: Re: Detecting SBH

Posted by [nope.avi](#) on Thu, 06 Nov 2008 18:10:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Also target boxes are usually the only thing to fire at with tanks when you can't see through the explosions.

Subject: Re: Detecting SBH

Posted by [DrasticDR](#) on Thu, 06 Nov 2008 20:24:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

removing the target box will screw up the game for me. i find it a lot harder to hit someone who is standing in front of a building or tank because the target box keeps switching.

im hoping the target box will be included in renegade x otherwise i probably wont play it.

Subject: Re: Detecting SBH

Posted by [Xpert](#) on Fri, 07 Nov 2008 00:25:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

Prulez wrote on Wed, 05 November 2008 08:45 I don't think this has been asked before, searched for SBH in this forum and didn't come up with this bug. If it has been asked about, my bad, my apologies.

For the ones not knowing this bug, here's a video demonstrating it: [Click here](#)

Basically, when you're gdi and have a targetbox in your screen, and you then (accidentally) go with your recticle over an SBH, the targetbox disappears. This allows you to spot SBH's pretty easy if you know how.

Could/Should this bug be fixed?

That's how I use to spot SBH back when LTROUSH CTF was up. Now I'm exposed ;x

Subject: Re: Detecting SBH

Posted by [Starbuzz](#) on Fri, 07 Nov 2008 16:40:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Don't mess with the target boxes.

Subject: Re: Detecting SBH

Posted by [Jamie or NuneGa](#) on Fri, 07 Nov 2008 17:41:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

this bug rarely affects gameplay. and is also very rarely exploited. Unless the stank is staying still which it should never do it will have moved by the time a tank shot reaches it.

Subject: Re: Detecting SBH

Posted by [ErroR](#) on Fri, 07 Nov 2008 18:44:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

pawkyfox wrote on Fri, 07 November 2008 18:40Don't mess with the target boxes.

"We don't rebalance and change the game" altho agt uses the target box to shoot you nad expose ur possition threw wall

Subject: Re: Detecting SBH

Posted by [StealthEye](#) on Sat, 08 Nov 2008 00:07:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

We won't touch the target box. If anything we'll make it ignore stealth vehicles, but as said that's probably not easy and it will not be a high priority bug to fix.

Subject: Re: Detecting SBH

Posted by [jonwil](#) on Sat, 08 Nov 2008 08:50:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

Actually, we DO intend to change the target box. We intend to fix some issues where the target text scales but the target box does not properly scale. And possibly also some issues with the reticle not scaling properly in widescreen resolutions. (i.e. being stretched horizontally)

Subject: Re: Detecting SBH

Posted by [Starbuzz](#) on Sat, 08 Nov 2008 08:53:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

jonwil wrote on Sat, 08 November 2008 02:50Actually, we DO intend to change the target box. We intend to fix some issues where the target text scales but the target box does not properly scale. And possibly also some issues with the reticle not scaling properly in widescreen resolutions. (i.e. being stretched horizontally)

I think I am OK with that just so as long as the target box time limit is not altered. Thanks for clarifying it for us.
