Subject: Little bugs to fix
Posted by Reaver11 on Mon, 05 Jan 2009 10:33:42 GMT
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I know these bugs might be very small and are around for years but I would be nice if they are fixed ->

When Ravenshaw walks or sits there is a blackmesh sticking out. My guess is dat it is the chars shadowmesh. Hower im not sure

Dissapering logo's on tanks. I know that westwood has added these as a plane ontop of the tank and these logo's arent inside the skin (for obvious reasons otherwise you would get mirrord logo's)

And then the arty I think it there are more units that have the same problem. When you fire the artys gun you wont hear a reload sound. You can hear it if you use free fire to come closer and lower to the tank. Mayby a little range increase in the 3D sound can fix it.

Subject: Re: Little bugs to fix
Posted by ArtyWh0re on Mon, 05 Jan 2009 15:13:10 GMT
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Interesting, To be honest I prefer the Arty the way it is or else when im Arty whoring the reload sound will become irratating. I just like the Massive intimidating sound of the Arty cannon on its own.

Subject: Re: Little bugs to fix
Posted by Hitman on Mon, 05 Jan 2009 15:40:03 GMT
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ur gonna post up some things that actually need to be fixed to...?

god i can think of countless retarded bugs but i rather have this patch within the next 2 decades

Subject: Re: Little bugs to fix
Posted by ArtyWh0re on Mon, 05 Jan 2009 21:03:12 GMT
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I say that little bugs can be left to future patches if necessary, it will just delay this Patch that most of us are waiting for.

Subject: Re: Little bugs to fix
Posted by liquidv2 on Wed, 07 Jan 2009 05:55:51 GMT
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Hitman wrote on Mon, 05 January 2009 09:40ur gonna post up some things that actually need to be fixed to...?

god i can think of countless retarded bugs but i rather have this patch within the next 2 decades maybe it'll get released with EA's The Second Decade

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Subject: Re: Little bugs to fix
Posted by RTsa on Thu, 08 Jan 2009 22:48:36 GMT
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Is the bug where a vehicle randomly dissapears and the player inside respawns (and death count goes +1) when two vehicles collide with each other fixed?

I think (not 100% sure) that the vanished vehicle still counts in the vehicle limit, too. This happened in n00bstories server twice in one game today.

Highly annoying.

Subject: Re: Little bugs to fix
Posted by Jamie or NuneGa on Fri, 09 Jan 2009 01:34:25 GMT
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RTsa wrote on Thu, 08 January 2009 22:48Is the bug where a vehicle randomly dissapears and the player inside respawns (and death count goes +1) when two vehicles collide with each other fixed?

I think (not 100% sure) that the vanished vehicle still counts in the vehicle limit, too. This happened in n00bstories server twice in one game today.

Highly annoying.

yea

Subject: Re: Little bugs to fix
Posted by StealthEye on Fri, 09 Jan 2009 12:52:47 GMT
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That's a variant of blue hell. Should be fixed.

Subject: Re: Little bugs to fix
Posted by ErroR on Fri, 09 Jan 2009 16:34:41 GMT
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i remember when touching the harv made it dissapear.. then like 3 minutes till it came back to the point where it dissapeared

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Subject: Re: Little bugs to fix
Posted by RTsa on Sat, 10 Jan 2009 11:32:00 GMT
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StealthEye wrote on Fri, 09 January 2009 14:52That's a variant of blue hell. Should be fixed.
Yay for that. ^_^

Subject: Re: Little bugs to fix
Posted by DutchNeon on Sat, 10 Jan 2009 23:25:12 GMT
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And white hell?

Subject: Re: Little bugs to fix
Posted by saberhawk on Sun, 11 Jan 2009 01:17:03 GMT
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DutchNeon wrote on Sat, 10 January 2009 17:25And white hell?

That's still "blue hell". Blue hell being defined as the color of the sky/fog.

Subject: Re: Little bugs to fix
Posted by DutchNeon on Sun, 11 Jan 2009 03:40:42 GMT
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Was more as joke It isn't really the blue hell you would expect though, as I alrdy described it as a problem in this topic:

  http://www.renegadeforums.com/index.php?t=msg&th=30989&start=0&rid=2 2151

Still haven't found a fix on that.

Subject: Re: Little bugs to fix
Posted by saberhawk on Sun, 11 Jan 2009 03:46:08 GMT
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DutchNeon wrote on Sat, 10 January 2009 21:40Was more as joke It isn't really the blue hell you would expect though, as I alrdy described it as a problem in this topic:

http://www.renegadeforums.com/index.php?t=msg&th=30989&start=0&rid=2 2151

Still haven't found a fix on that.

It's basically the same cause however, and has nothing to do with shaders/etc

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Subject: Re: Little bugs to fix
Posted by Jerad2142 on Mon, 19 Jan 2009 00:44:42 GMT
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Saberhawk wrote on Sat, 10 January 2009 20:46DutchNeon wrote on Sat, 10 January 2009 21:40Was more as joke It isn't really the blue hell you would expect though, as I alrdy described it as a problem in this topic:

http://www.renegadeforums.com/index.php?t=msg&th=30989&start=0&rid=2 2151

Still haven't found a fix on that.

It's basically the same cause however, and has nothing to do with shaders/etc
Its not blue hell, fog is just glitched out, reinstall your scripts, I've had my shaders break like that as well before.

There are two ways you can tell its not blue hell:
1. He is level with the hand of nod
2. you can't see the sky line, which means fog IS visible, which can only happen if there is terrain in front of you.

Last time that happened to me I just reinstalled a clean se of scripts 3.4.1 on my computer.