Subject: Turret Glitch
Posted by BoMbZu on Wed, 03 Jun 2009 16:25:05 GMT
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If you aim over a passenger in your tank , the turret jumps up which makes it impossible to hit an enemy at that specific angle.


Does anybody know if TT is going to fix this or not?

Thanks in advance.

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Subject: Re: Turret Glitch
Posted by StealthEye on Wed, 03 Jun 2009 17:03:45 GMT
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Fixed.

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Subject: Re: Turret Glitch
Posted by _SSnipe_ on Wed, 03 Jun 2009 18:45:50 GMT
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StealthEye wrote on Wed, 03 June 2009 10:03Fixed.
woot!

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Subject: Re: Turret Glitch
Posted by liquidv2 on Thu, 04 Jun 2009 00:35:07 GMT
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i was never sure exactly why it did that, but that makes sense
i'm glad it got fixed

i'm assuming the glitch where you see a vehicle skidding across the map but a repair beam is firing out of it when it shoots is fixed too?  that one seems obvious

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Subject: Re: Turret Glitch
Posted by StealthEye on Thu, 04 Jun 2009 11:14:59 GMT
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At least one reason for the repair beam thing is fixed, I can not 100% confirm that there are no other possible reasons, but it is most likely fixed or will happen much less frequently.

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The other thing (skidding) has not been explicitly fixed but may have been fixed as side effect of somewhat related netcode changes. For some reason no updates are being sent but from the netcode it *seems* that there should always be updates. I have briefly investigated it a while back, and it seemed less easy to fix than it sounded. I can't promise anything here.

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## Subject: Re: Turret Glitch
Posted by liquidv2 on Thu, 04 Jun 2009 23:25:45 GMT
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i have a video of me and another guy playing on field
he got a havoc glitched in his apc so he was stuck in the side trying to drive it at 3 mph across the map
when he got to my arty and fired at it his ramjet was shooting instead of the apc, and i took ramjet damage but saw apc bullets

it definitely looked retarded

the cause of that is what exactly?

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## Subject: Re: Turret Glitch
Posted by StealthEye on Fri, 05 Jun 2009 08:27:37 GMT
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It was caused by the client not properly setting the in-vehicle state. The player was basically in the vehicle on the server, but not on the client. The reason for the odd "very laggy" vehicle driving is that the player that is placed in the vehicle by the server is not made uncollidable. This means that on the client, the object can not move normally since it seems to be obstructed. The only reason it slides and "teleports" is because the netcode it detects inconsistent positions and tries to revert the client position to the server position somewhat smoothly.

The technical reason it sometimes happened was because state changes were not set in proper order. You could get a "not in vehicle" state after an "in vehicle" state in some cases where the "in vehicle" state was actually more recent.

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