
Subject: Aircraft circling around doing nothing glitch
Posted by [GEORGE ZIMMER](#) on Sat, 09 Jan 2010 19:56:13 GMT
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I actually forgot about this bug, but from time to time, there'll be a bug where aircraft will appear to be somewhere they're actually not, and appear to be circling around and around. Shooting at them causes damage still if I recall correctly, and it might even apply to the vehicle regardless of where it is (so it can be a fairly serious bug).

I don't know if it happens that much with normal Renegade (I haven't played flying maps in awhile), but I definitely know it happens with mods.

The only way to get the aircraft to stop appearing to be this way is to find wherever the aircraft really is, as far as I know.

Subject: Re: Aircraft circling around doing nothing glitch
Posted by [CarrierII](#) on Sat, 09 Jan 2010 22:47:17 GMT
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Sounds like a variant of blue hell which has netcode and physics causes, is probably fixed already.

Subject: Re: Aircraft circling around doing nothing glitch
Posted by [StealthEye](#) on Sun, 10 Jan 2010 10:34:48 GMT
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It sounds more like the bug where no updates are sent for the object, such as seeing harvesters driving into walls etc. Once you damage them or wait a while they get an update eventually and disappear. It's a bug inherent to how Renegade netcode works; although we will try I can't promise it will be fixed entirely.
