Subject: Bugs that are not fixed (tested on st0rm and sla 4.0 servers)
Posted by candc5297 on Fri, 23 Sep 2011 17:44:51 GMT
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As per title, I have a small list of stuff I encountered that I are not fixed yet (not even touched?)

-Repairing through the logo on vehicles (best known on a med afaik)
-Falling through the hon on field and other buildings on other fan -made maps.
-Using a pt too close to a vehicle results in you entering it and not buying anything
-The mct of the airstrip is still missing a piece

Also I seem to have the feeling pt's are harder to access, though that might just be because I was playing sla co-op when I noticed this

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Subject: Re: Bugs that are not fixed (tested on st0rm and sla 4.0 servers)
Posted by sla.ro(master) on Fri, 23 Sep 2011 18:58:38 GMT
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candc5297 wrote on Fri, 23 September 2011 20:44
Also I seem to have the feeling pt's are harder to access, though that might just be because I was playing sla co-op when I noticed this

i noticed it too..

Subject: Re: Bugs that are not fixed (tested on st0rm and sla 4.0 servers)
Posted by Caveman on Fri, 23 Sep 2011 23:40:19 GMT
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sla.ro(master) wrote on Fri, 23 September 2011 19:58candc5297 wrote on Fri, 23 September 2011 20:44
Also I seem to have the feeling pt's are harder to access, though that might just be because I was playing sla co-op when I noticed this

i noticed it too..

Can you elaborate on this? I find access the PTs easier... I can access the PTs from the outside easier then 3.4.4... Like on under and trying to access PT from the left hand side PT of AGT.

I don't believe TT ever tried to fix the glitch/error with shooting through logos.

Subject: Re: Bugs that are not fixed (tested on st0rm and sla 4.0 servers)

Posted by sla.ro(master) on Sat, 24 Sep 2011 06:26:34 GMT
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this pt bugs happens often on M00_Tutorial where at PT is a Nod APC, probably it targets the APC instead of PT.

Subject: Re: Bugs that are not fixed (tested on st0rm and sla 4.0 servers)
Posted by Gohax on Sat, 24 Sep 2011 06:34:01 GMT
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Tbh, I've noticed the PT's are a little harder to access. Usually, if I'm getting attacked by a tank in my building or sniping and quickly refilling, I'll just hit e-5 really fast and be done; less than a sec.

Now, it's like you have to be RIGHT up on the PT to access it. Not really sure, just could be a false sense.

Subject: Re: Bugs that are not fixed (tested on st0rm and sla 4.0 servers)
Posted by EvilWhiteDragon on Sat, 24 Sep 2011 11:17:17 GMT
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sla.ro(master) wrote on Sat, 24 September 2011 08:26this pt bugs happens often on M00_Tutorial where at PT is a Nod APC, probably it targets the APC instead of PT.
It's not a bug, it's the effect of BIATCH. It's not possible to access a PT when in a vehicle. Since the same button is used for accessing a PT as is for entering a vehicle. Only real fix I could think of would be assigning a different key to one of them.

Subject: Re: Bugs that are not fixed (tested on st0rm and sla 4.0 servers)
Posted by sla.ro(master) on Sat, 24 Sep 2011 12:01:52 GMT
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EvilWhiteDragon wrote on Sat, 24 September 2011 14:17sla.ro(master) wrote on Sat, 24 September 2011 08:26this pt bugs happens often on M00_Tutorial where at PT is a Nod APC, probably it targets the APC instead of PT.
It's not a bug, it's the effect of BIATCH. It's not possible to access a PT when in a vehicle. Since the same button is used for accessing a PT as is for entering a vehicle. Only real fix I could think of would be assigning a different key to one of them.

i wasn't in a vehicle, the vehicle has the PT on it.

edit: i will try server side fix on map. that maps needs fixes anyway..

Subject: Re: Bugs that are not fixed (tested on st0rm and sla 4.0 servers)

Posted by StealthEye on Sat, 24 Sep 2011 12:55:43 GMT
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-Repairing through the logo on vehicles (best known on a med afaik)
Added to TODO.

-Falling through the hon on field and other buildings on other fan-made maps.
We should include fixed maps with such changes for the stock maps. We will not touch fan maps though.

-Using a pt too close to a vehicle results in you entering it and not buying anything
The same thing could happen the other way around, enter a vehicle when near a PT. It picks a random action and performs it if multiple actions are possible, there is no good fix for this except for trying to predict which one the user wants to perform (e.g. by checking their facing) but that's out of scope for now.

-The mct of the airstrip is still missing a piece
What do you mean?

What gohax is describing may be due to BIATCH, but only if it still displays the PT and says "purchase not available" or something like that when you attempt to refill. EWD, you can still get the PT screen, but it will block the purchase.

Subject: Re: Bugs that are not fixed (tested on st0rm and sla 4.0 servers)
Posted by Goztow on Sat, 24 Sep 2011 13:10:47 GMT
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Airstrip MCT = this: http://www.thekoss2.org/community/viewtopic.php?p=99047#p99047

Subject: Re: Bugs that are not fixed (tested on st0rm and sla 4.0 servers)
Posted by Reaver11 on Sat, 24 Sep 2011 14:13:42 GMT
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StealthEye wrote on Sat, 24 September 2011 05:55
-Falling through the hon on field and other buildings on other fan-made maps.
We should include fixed maps with such changes for the stock maps. We will not touch fan maps though.

Well for fanmaps serverowners only have to use Levelre-edit and fix the spawner in the hon and place the level .ldd file in their datafolder should work without auto download.
Used this before as a temporary solution or custom modifications on carnageclub back in the day.

Though real fixed maps is probably a better idea.
I would like to help you guys out with that perhaps get some more mappers from Renegade to form up a team and touch up some maps?

Subject: Re: Bugs that are not fixed (tested on st0rm and sla 4.0 servers)
Posted by candc5297 on Sat, 24 Sep 2011 22:46:08 GMT
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Thank you for the answer!
The pt is indeed as gohax describes, it appears to be that you need to be facing the pt correctly else you can't access it.

The airstrip is indeed what Goztow directed you at. I made a video about it and posted on youtube though the imagine in said topic makes it a lot more clear.

another bugs I encountered:
The reload animation still gets "stuck" when you receive any kind of splash damage or fire/chem damage. This results in you not being able to shoot until both animations are done (the reload and the bending over from being shot) This obviously only happens in 3th person. Related is you shooting the ground with a rocket because of the being hit animation right after reloading because you point down when reloading. (I hope it is a bit clear)

Subject: Re: Bugs that are not fixed (tested on st0rm and sla 4.0 servers)
Posted by StealthEye on Sun, 25 Sep 2011 02:32:12 GMT
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I've added the reload thing and airstrip MCT thing to the todo (Thanks for posting my own screenshot back to me Gozy, I remember now. ;P). They will not be fixed for the next release though.

I'm still not sure what you mean by the PT access problem, maybe you can make a video of the stock behavior and the TT behavior?

Subject: Re: Bugs that are not fixed (tested on st0rm and sla 4.0 servers)
Posted by Goztow on Sun, 25 Sep 2011 08:19:39 GMT
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You're welcome .

Another bug, that Wiener pointed to me and that I encountered as well:
throw a remote, blow it and immediately swap to a different weapon. Then go back to remotes and you'll still have two remotes. Throw the first one and it'll blow, throw the second (actually third) one and it'll throw but you cannot blow it.

Subject: Re: Bugs that are not fixed (tested on st0rm and sla 4.0 servers)
Posted by StealthEye on Sun, 25 Sep 2011 15:29:14 GMT

Added it too.

Subject: Re: Bugs that are not fixed (tested on st0rm and sla 4.0 servers)
Posted by saberhawk on Sun, 25 Sep 2011 23:13:57 GMT

candc5297 wrote on Fri, 23 September 2011 10:44-Shooting through the logo on vehicles (best known on a med afaik)

Confirmed, possibly an issue with the way the logo mesh is rigged.

Subject: Re: Bugs that are not fixed (tested on st0rm and sla 4.0 servers)
Posted by Gen_Blacky on Sun, 25 Sep 2011 23:45:11 GMT

I thought shooing through the logo was already fixed.

Subject: Re: Bugs that are not fixed (tested on st0rm and sla 4.0 servers)
Posted by StealthEye on Mon, 26 Sep 2011 00:25:30 GMT

I thought so too actually... But I tested it and it still seems to happen.

Subject: Re: Bugs that are not fixed (tested on st0rm and sla 4.0 servers)
Posted by iRANian on Mon, 26 Sep 2011 08:02:13 GMT

We tested it on a previous build with a Medium Tank and I'm pretty sure it was fixed. In the current build it's bugged at least.

Subject: Re: Bugs that are not fixed (tested on st0rm and sla 4.0 servers)
Posted by EvilWhiteDragon on Mon, 26 Sep 2011 09:33:54 GMT

Could it have to do with the unfix of the PT's?

Subject: Re: Bugs that are not fixed (tested on st0rm and sla 4.0 servers)
Posted by StealthEye on Mon, 26 Sep 2011 16:02:46 GMT
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Nope, that's a different issue.

Subject: Re: Bugs that are not fixed (tested on st0rm and sla 4.0 servers)
Posted by Jerad2142 on Mon, 26 Sep 2011 20:00:41 GMT
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StealthEye wrote on Sun, 25 September 2011 18:25I thought so too actually... But I tested it and it still seems to happen.
The logo isn't using a Permeable surface type or something that could complicate the issues or something is it?

Goztow wrote on Sat, 24 September 2011 07:10Airstrip MCT = this:
http://www.thekoss2.org/community/viewtopic.php?p=99047#p99047
Wait why would you remove the correct incremental credit increase while the harvester drops its money off? As it was in 3.4.4 it used to randomly do that depending on a players frame rate and judging by the money trickle sound that plays as it dumps that was the way it was meant to be.

I only ask because I'm kind of curious what anyone could have against it updating money along with the sound it was making instead of just dumping the money on you at the end of the long sound?

Subject: Re: Bugs that are not fixed (tested on st0rm and sla 4.0 servers)
Posted by StealthEye on Mon, 26 Sep 2011 20:53:34 GMT
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I'm guessing it is an invalid collision flag or something like that indeed. It seems that I'm not the only one who remembers it being fixed, so we'll have to find how it was fixed/what broke it again.

The problem with the gradual credits increase is that it cost a -lot- of bandwidth. It would send a score change message for every player to every player, which clearly reduced the amount of bandwidth available to update other objects, causing lag. A better solution would be to update/"predict" the credits on the client, but that was considered out of scope.

Subject: Re: Bugs that are not fixed (tested on st0rm and sla 4.0 servers)
Posted by Jerad2142 on Mon, 26 Sep 2011 20:58:12 GMT
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StealthEye wrote on Mon, 26 September 2011 14:53I'm guessing it is an invalid collision flag or something like that indeed. It seems that I'm not the only one who remembers it being fixed, so we'll have to find how it was fixed/what broke it again.

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Ah that's a shame, but in retrospect it makes sense I suppose, it'd be cool if you could trigger a faked update client side but you guys have other things to do at the time and I suppose that would also complicate things more than it's worth.

Subject: Re: Bugs that are not fixed (tested on st0rm and sla 4.0 servers)
Posted by Goztow on Tue, 27 Sep 2011 06:35:05 GMT
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Jerad Gray wrote on Mon, 26 September 2011 22:00
Goztow wrote on Sat, 24 September 2011 07:10Airstrip MCT = this:
http://www.thekoss2.org/community/viewtopic.php?p=99047#p99047
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I only ask because I'm kind of curious what anyone could have against it updating money along with the sound it was making instead of just dumping the money on you at the end of the long sound?
Note that the post I refer to was made in 2009. We had tested the constant money flow and didn't like it because of gameplay changes. But tbh, I can't quite remember which gameplay changes occured... it's been a while.

Subject: Re: Bugs that are not fixed (tested on st0rm and sla 4.0 servers)
Posted by ehhh on Tue, 27 Sep 2011 12:30:45 GMT
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I suppose on rush maps such as canyon and complex, you can get a arty much quicker to counter the apc.

Subject: Re: Bugs that are not fixed (tested on st0rm and sla 4.0 servers)
Posted by jonwil on Tue, 24 Apr 2012 08:30:28 GMT
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Can anyone provide exact reproduction steps (e.g. load this map, buy this soldier, go to this place, fire this gun in this direction) or maybe a video clip showing the reload animation issue as I am having trouble reproducing it.

Subject: Re: Bugs that are not fixed (tested on st0rm and sla 4.0 servers)
Posted by StealthEye on Sat, 07 Jul 2012 23:40:27 GMT
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Does the 3-C4 issue still occur in beta 5? If so, and if it is reproducible, can someone please explain how? I could not reproduce it.

Subject: Re: Bugs that are not fixed (tested on st0rm and sla 4.0 servers)
Posted by Xpert on Sun, 08 Jul 2012 02:30:36 GMT
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I haven't seen it occur in Beta 5. It looks like it got fixed.

Subject: Re: Bugs that are not fixed (tested on st0rm and sla 4.0 servers)
Posted by Ethenal on Mon, 09 Jul 2012 17:14:40 GMT
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I haven't seen it either. It was quite common on TurboDM (there's several maps with Remote C4 powerups), but I haven't seen it, so I presume it is indeed fixed.

Subject: Re: Bugs that are not fixed (tested on st0rm and sla 4.0 servers)
Posted by StealthEye on Mon, 09 Jul 2012 23:12:32 GMT
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Thanks for the info. I'm assuming that it is fixed as a sideeffect of something else then. Removed from the bug tracker.