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Subject: ghost

Posted by [NACHO-ARG](#) on Sat, 08 Oct 2011 04:49:45 GMT

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i have been seeing a lot of ghost lately lol, today i got scared by an evil stank ghost Snaring under my mammy, this hapened in a non TT server. is this fixed in the current build?

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Subject: Re: ghost

Posted by [\\_SSnipe\\_](#) on Sat, 08 Oct 2011 09:12:20 GMT

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I have been using scripts 4.0 and on TT servers and see alot of ghost vehicles pop up and disseppear very fast more then normal

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Subject: Re: ghost

Posted by [ehhh](#) on Sat, 08 Oct 2011 09:23:30 GMT

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My tech got ghost killed on a tt server yesterday also.

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Subject: Re: ghost

Posted by [Sean](#) on Sat, 08 Oct 2011 13:14:38 GMT

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It seems like the rr glitch (where you see alot of ghosts) has made it's way to 4.0.

I keep seeing harvesters.

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Subject: Re: ghost

Posted by [Caveman](#) on Sat, 08 Oct 2011 13:30:05 GMT

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Subject: Re: ghost

Posted by [NACHO-ARG](#) on Sat, 08 Oct 2011 19:29:03 GMT

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Azazel wrote on Sat, 08 October 2011 06:14It seems like the rr glitch (where you see alot of ghosts) has made it's way to 4.0.

I keep seeing harvesters.

i used RR for a long time and i dont remember have seen any ghost, though this can be usefull, that stank ghost show up there seconds before the enemy rush, next time i see something like that i will scream rush inc rofl.

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Subject: Re: ghost

Posted by [ehhh](#) on Sat, 08 Oct 2011 20:25:43 GMT

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The tank ghost usually disappear within 5 seconds or when you hit them, no big deal. It's the infantry ghosts getting sniped and you dying miles away the main problem, iuno if its the same type of ghost though.

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Subject: Re: ghost

Posted by [Jerad2142](#) on Sun, 09 Oct 2011 03:18:44 GMT

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It's actually just the server I'm pretty sure, I saw tons of that shit the first day I played TT (only played for 8 hours), I played a few weeks later and didn't see it happen even once (played for 8 hours across 2 different servers).

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Subject: Re: ghost

Posted by [liquidv2](#) on Sun, 09 Oct 2011 08:37:31 GMT

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Azazel wrote on Sat, 08 October 2011 08:14It seems like the rr glitch (where you see alot of ghosts) has made it's way to 4.0.

I keep seeing harvesters.

where, on n00bstories? and is NS running 4.0?

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Subject: Re: ghost

Posted by [ehhh](#) on Sun, 09 Oct 2011 09:37:30 GMT

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as far as I know ns isn't running 4.0.

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Subject: Re: ghost

Posted by [danpaul88](#) on Tue, 11 Oct 2011 14:20:48 GMT

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Azazel wrote on Sat, 08 October 2011 14:14It seems like the rr glitch (where you see alot of ghosts) has made it's way to 4.0.

I keep seeing harvesters.

Not overly surprising if that's the case, much of the RR code was incorporated into TT early in development, although much of it has been modified heavily since then.

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Subject: Re: ghost

Posted by [jonwil](#) on Tue, 11 Oct 2011 15:11:50 GMT

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Actually only a few bits of RR code were used for 4.0 and given the bugs we bumped into, I wish we hadn't used it.

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Subject: Re: ghost

Posted by [Sean](#) on Wed, 12 Oct 2011 08:29:34 GMT

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liquidv2 wrote on Sun, 09 October 2011 01:37Azazel wrote on Sat, 08 October 2011 08:14It seems like the rr glitch (where you see alot of ghosts) has made it's way to 4.0.

I keep seeing harvesters.

where, on n00bstories? and is NS running 4.0?

Ax. NS is currently not running 4.0.

NACHO-ARG wrote on Sat, 08 October 2011 12:29Azazel wrote on Sat, 08 October 2011 06:14It seems like the rr glitch (where you see alot of ghosts) has made it's way to 4.0.

I keep seeing harvesters.

i used RR for a long time and i dont remember have seen any ghost, though this can be usefull, that stank ghost show up there seconds before the enemy rush, next time i see something like that i will scream rush inc rofl.

I was one of the original beta testers of rr, that glitch was caused by rr.

jonwil wrote on Tue, 11 October 2011 08:11 Actually only a few bits of RR code were used for 4.0 and given the bugs we bumped into, I wish we hadn't used it.

It was a good piece of software, but yeah it is quite buggy. Maybe it'd be better hard coding some of the bits that you've used from rr from scratch instead of using buggy code? (In the future).

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Subject: Re: ghost

Posted by [NACHO-ARG](#) on Wed, 12 Oct 2011 10:09:02 GMT

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buggy or not RR was a dam piece of work at least from my point of view as a player, and i will miss it, though TT promises to improve ren way further, i have a simple sugestion, could be posible to make the nicks display in the top of the head in the chars? and perhaps integrate the RR launcher whit TT? cause i know you can use it whit TT but you will lose the autodownloader feature and i like ren list but i love RR launcher besides renlist does not show st0rm and noobstories some times.

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Subject: Re: ghost

Posted by [ehhh](#) on Wed, 12 Oct 2011 10:42:19 GMT

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rr had some terrible features, also the ghosts have always appeared now and then iirc.

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Subject: Re: ghost

Posted by [F1r3st0rm](#) on Wed, 12 Oct 2011 23:13:50 GMT

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so renegade is not only FPS/RTS genre but also a paranormal action game

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Subject: Re: ghost

Posted by [halo2pac](#) on Thu, 13 Oct 2011 01:06:53 GMT

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Im see a lot of ghost players, in TT4

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