
Subject: Crazy recon bike

Posted by [TankClash](#) on Sun, 09 Oct 2011 00:50:05 GMT

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To my earlier post in the Mod release forum.

http://www.renegadeforums.com/index.php?t=msg&goto=457327&rid=1032#msg_4_57327

Subject: Re: Crazy recon bike

Posted by [Jerad2142](#) on Sun, 09 Oct 2011 03:21:08 GMT

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It's a Renegade physics bug due to bad timestamps, I've been bothering saberhawk about it for months but he said he won't do anything to fix it as the only way they can fix it is locking the framerate at 60fps.

If you're playing on an fds you should be fine however, as the fds won't suffer from low framerates.

I have vehicles in rp2 that will start flipping and flying away like that whenever the framerate goes below 30, it is lame.

It affects vehicles that are extra small worse (like Remote control cars and such).

The snowmobile in Rp2 is one of the more amusing versions of the glitch, as it'll start spinning away into the air whenever the framerate is at or below 30, but the second it gets back above 30 again it falls straight back to the ground.

Subject: Re: Crazy recon bike

Posted by [TankClash](#) on Sun, 09 Oct 2011 03:29:41 GMT

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Ah, I was wondering if it wouldn't be an issue if it was being run on a FDS but I never got an answer till now.

But the bike didn't do crazy flips on the first finished version C&C Fjords when I minimized (while not on FDS), would that be due to the bike new "handling settings?"

Subject: Re: Crazy recon bike

Posted by [Jerad2142](#) on Sun, 09 Oct 2011 03:32:59 GMT

Yeah certain handling settings can do it, as well as certain wheel configurations and body shapes, unfortunately if you try to make micro cars it seems that all shapes and configs are wrong lol.

I'd be really great if TT Team would fix it however, because it'd make for a vast improvement for small vehicles like this:

Side note: VTOLs are unaffected by the bug.

File Attachments

1) [Game2000 2011-10-08 22-34-39-37.png](#), downloaded 415 times

