Subject: Snipers sliding
Posted by candc5297 on Mon, 28 Nov 2011 18:29:12 GMT

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Fairly sure this can be done by any character (though I have no idea how to do it) but ever since 4.0 snipers have been "sliding" accross the battlefield, moving faster than they should to avoid fire.
It's not lag or a doppelganger, it is something the player does (combination of keys?) that makes him slide.

Oh and is it possible to reduce the !c4 spam? I have it bound to my mouse button (like many people have, or any of the movement keys) and I get spammed like hell with it now. There used to be a timer on it I believe?

Subject: Re: Snipers sliding
Posted by iRANian on Mon, 28 Nov 2011 18:34:20 GMT

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Yeah, there's a 5 or 10 second timer on the !c4 key in SSGM 2.0.2.

Subject: Re: Snipers sliding
Posted by Jerad2142 on Mon, 28 Nov 2011 20:25:51 GMT

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Do they spin, or duck, when they slide (aka the dodge keys?).

Subject: Re: Snipers sliding
Posted by candc5297 on Mon, 28 Nov 2011 21:52:30 GMT

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Wouldn't know, they just slide, that's all I see

Subject: Re: Snipers sliding
Posted by StealthEye on Mon, 28 Nov 2011 23:41:36 GMT

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Is it possible that this is the same issue as
http://www.renegadeforums.com/index.php?t=msg&goto=457927 ?

Subject: Re: Snipers sliding

Posted by Jerad2142 on Tue, 29 Nov 2011 00:13:39 GMT

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StealthEye wrote on Mon, 28 November 2011 16:41Is it possible that this is the same issue as http://www.renegadeforums.com/index.php?t=msg&goto=457927 ?
We can't see that

Subject: Re: Snipers sliding
Posted by trunkskgb on Tue, 29 Nov 2011 02:29:38 GMT

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I think I have witnessed this earlier. I saw a Havoc exiting the base on Fjords and he was walking really fast. His animation showed him to be using his scope, and just walking fast...not running. I've never seen that happen until tonight, that has to be a new bug.

Subject: Re: Snipers sliding
Posted by C4Smoke on Tue, 29 Nov 2011 04:48:31 GMT

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quite common now I see alot of players doing it, I asked how they said figure it out, so it's not a glitch it's some buttons you have to click I assume.

Subject: Re: Snipers sliding
Posted by Jerad2142 on Tue, 29 Nov 2011 06:52:43 GMT

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Then they are probably just holding spacebar while they are scoped.

Subject: Re: Snipers sliding
Posted by iRANian on Tue, 29 Nov 2011 14:03:51 GMT

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Jerad Gray wrote on Mon, 28 November 2011 17:13StealthEye wrote on Mon, 28 November 2011 16:41Is it possible that this is the same issue as http://www.renegadeforums.com/index.php?t=msg&goto=457927 ?
We can't see that
Try http://www.youtube.com/watch?v=lnGNVQiOno8

and

http://www.youtube.com/watch?v=ILnLr2TgnZo (at 0:14-0:17)

If they get stuck in the walking animation but walk faster than usual it's also the same issue.

Subject: Re: Snipers sliding
Posted by kamuixmod on Tue, 29 Nov 2011 14:21:03 GMT
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yyep. must be the spacebar. When you hit it, then u look like ur walking slowlier than shifting but for the enemy u slide.

make that when u jump, the scope undos for the moment

Subject: Re: Snipers sliding
Posted by trunkskgb on Tue, 29 Nov 2011 14:53:31 GMT
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Well this is something new to the game, possibly a by product of trying to fix the old "sniper scope glitch", I mean...where else would it come from? Snipers now have 3 speeds lol, walk, run and walkrun lol. Is this going to be left alone or is this considered a problem/glitch?

Subject: Re: Snipers sliding
Posted by Lone0001 on Tue, 29 Nov 2011 18:25:42 GMT
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Moonwalk feature! Awesome!

Subject: Re: Snipers sliding
Posted by StealthEye on Tue, 29 Nov 2011 20:42:22 GMT
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It's a glitch. Is it confirmed to happen (always) when holding spacebar?

Subject: Re: Snipers sliding
Posted by Gohax on Wed, 30 Nov 2011 06:01:45 GMT
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If nobody has done it, tomorrow I'll upload a video of me doing it, as well as someone else doing it (holding down the spacebar to see if it does it).

I have witnessed this before, but as for how to do it, I'm not sure. I snipe with a friend, Xpert, and he does it quite a lot. He says he doesn't know how, but he does have quite a shitty connection...

could be lag, as not everyone does it all the time.

Subject: Re: Snipers sliding
Posted by Xpert on Wed, 30 Nov 2011 23:44:26 GMT
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I said this in the private section

Xpert wrote on Tue, 29 November 2011 17:32People tell me all the time that I'm doing it when I'm sniping, but to me I'm walking normal. I can probably reproduce it without trying too much. I'll snipe the way I normally do and maybe people can catch me doing it

Xpert wrote on Wed, 30 November 2011 18:42Ya, a lot say they see me sliding. There's probably a certain way of moving when I'm sniping, that causes it to do that. I like crouching a lot when I snipe. Maybe crouching while hugging does it?

idk D:

Subject: Re: Snipers sliding
Posted by Gohax on Thu, 01 Dec 2011 00:32:23 GMT
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Be on tonight, which I'm sure you will be, and I'll run some fraps footage.

Subject: Re: Snipers sliding
Posted by candc5297 on Fri, 02 Dec 2011 10:29:50 GMT
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Note that they don't "walk" slower but faster
I have never seen it before 4.0, I'm aware you walk even slower when keeping spacebar pressed. What I see is people sliding faster than normal. I'm fairly sure it's a glitch though obviously non of the sniper "pro" people will tell you how to do it

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Subject: Re: Snipers sliding
Posted by Jerad2142 on Fri, 02 Dec 2011 18:45:21 GMT
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StealthEye wrote on Tue, 29 November 2011 13:42It's a glitch. Is it confirmed to happen (always) when holding spacebar?
It has always worked, it can also be used to modify vehicle speeds, it works correctly for all other

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clients that see you, and it's not responsible for "sliding" as far as I've seen on infantry, as the walk animations slow to your movement.
Jogging/Walking slowly is cool and it allows others to catch up to you without you having to spot, I'd hate to see this 'glitch' go.

If infantry are sliding faster than they should be able to this glitch is not responsible as it makes you move slower.

trunkskgb wrote on Tue, 29 November 2011 07:53Well this is something new to the game, possibly a by product of trying to fix the old "sniper scope glitch", I mean...where else would it come from? Snipers now have 3 speeds lol, walk, run and walkrun lol. Is this going to be left alone or is this considered a problem/glitch?
You mean 4, it can be applied with shift held as well to get a slower walk; and it has always been in Renegade.

Subject: Re: Snipers sliding
Posted by trunkskgb on Sat, 03 Dec 2011 00:35:13 GMT
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Well, I hope it gets fixed. If they decided to let it go, I want my clear scope back.

Subject: Re: Snipers sliding
Posted by GEORGE ZIMMER on Sat, 03 Dec 2011 00:40:18 GMT
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dont disable sniper sliding westwood intended for it it's important for gameplay okay you'll break gameplay
i will not play renegade if you put in slidermod

Subject: Re: Snipers sliding
Posted by Jerad2142 on Wed, 07 Dec 2011 15:21:08 GMT
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iRANian wrote on Tue, 29 November 2011 07:03
http://www.youtube.com/watch?v=lLnLr2TgnZo (at 0:14-0:17)

I'd be more willing to bet what's happening there is when they are running back and forth like that your client misses some of the updates, thus letting the person keep going left a ways instead of changing direction to go right, then when it gets the next update your client slips the object back into place, beings the difference is small enough it makes the move smooth instead of making the infantry suddenly just disappear.

I mean, if there was a key that allowed people to do it at will I'm sure we'd see this happening a hell of a lot more than what it does. I'd assume it's only been reported for snipers because they

tend to dart back and forth in entry ways, stopping and then sprinting across for varied amounts of time.