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Subject: Missing models?

Posted by [Caveman](#) on Sat, 03 Dec 2011 17:56:12 GMT

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I have noticed this quite a bit recently however I never managed to get a SS of it. Below you can see me repairing the Hand and you can see the player in #1 increasing his points that's because he is attacking with a MRLS you just can't see the missiles.

I have noticed this for sound as well it's like Ren decides that it's not important to hear or see so you don't which can get rather annoying.

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Subject: Re: Missing models?

Posted by [StealthEye](#) on Sat, 03 Dec 2011 17:57:21 GMT

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On a TT or stock server?

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Subject: Re: Missing models?

Posted by [Caveman](#) on Sat, 03 Dec 2011 18:02:19 GMT

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TT. (Beta2)

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Subject: Re: Missing models?

Posted by [Gohax](#) on Sat, 03 Dec 2011 20:02:37 GMT

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I've noticed this as well. Being at the waterfall on Field, MRLS shoot the waterfall and you'd take damage but no missiles would be in sight.

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Subject: Re: Missing models?

Posted by [iRANian](#) on Sat, 03 Dec 2011 20:38:54 GMT

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Gohax wrote on Sat, 03 December 2011 13:02 I've noticed this as well. Being at the waterfall on Field, MRLS shoot the waterfall and you'd take damage but no missiles would be in sight. That's a netcode issue.

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Subject: Re: Missing models?

Posted by [StealthEye](#) on Sun, 04 Dec 2011 17:45:41 GMT

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Quote: I have noticed this for sound as well its like Ren decides that its not important to hear or see so you don't which can get rather annoying. That's likely quite literally what happens. The netcode decides that the object is not important, stops sending updates, and you'll not see or hear the missiles since on your client the MRLS is not there/does not shoot. That, or it's faced incorrectly so that the missiles hit a wall on your client instead of go where they go on the server. Because of the (many) problems with the priority system, I think we'll have to clone and improve it. That's something that will happen for beta4 or later though.

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Subject: Re: Missing models?

Posted by [Caveman](#) on Sun, 04 Dec 2011 18:37:17 GMT

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Yeah that kinda makes sense. It happens (ive notice a lot on field, small map maybe?) when there are alot of tanks in sight.. I could be getting attacked from infront by a med and from the side but I wont actually see the bullets from the side however I will take the damage

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Subject: Re: Missing models?

Posted by [sla.ro\(master\)](#) on Sun, 04 Dec 2011 20:17:45 GMT

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set sbbo on yourself higher and this should fix it.

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