
Subject: 4.0 Bug?

Posted by [Dave2916](#) on Mon, 19 Dec 2011 14:58:30 GMT

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Hi

Couldn't see a bug thread so here it is.

Was playing field and had a sakura/ramjet. Noticed that my ammo was at 999 and every shot that I fired would take my clip down to 3 shots then instantly back up to 4 - basically giving me infinite ammo and no reload. When I died it returned to the normal 4/32.

Have you guys had reports of this before?

Dave

Subject: Re: 4.0 Bug?

Posted by [Caveman](#) on Mon, 19 Dec 2011 21:19:02 GMT

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Where were you playing at? Do they have 4.0?

Subject: Re: 4.0 Bug?

Posted by [Dave2916](#) on Mon, 19 Dec 2011 21:40:01 GMT

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Jelly and nope not yet.

Subject: Re: 4.0 Bug?

Posted by [StealthEye](#) on Tue, 20 Dec 2011 01:30:27 GMT

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Did this happen once or multiple times? I thought all ammo issues were fixed, but I find the way ammo synchronization was implemented quite silly, so I'm not that surprised about this report.

Subject: Re: 4.0 Bug?

Posted by [Dave2916](#) on Fri, 23 Dec 2011 04:59:37 GMT

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Just the once but seemed another guy ingame today reported it.

Subject: Re: 4.0 Bug?
Posted by [StealthEye](#) on Sat, 24 Dec 2011 14:48:53 GMT
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Added to the bug tracker. If it happens again, can you try if switching weapons and switching back fixes the bug or perhaps even causes the bug for other weapons as well?

Subject: Re: 4.0 Bug?
Posted by [Rocko](#) on Sun, 25 Dec 2011 02:02:22 GMT
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This happened to me one game randomly. It went away when I died.

Subject: Re: 4.0 Bug?
Posted by [StealthEye](#) on Mon, 09 Jan 2012 18:35:16 GMT
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Do you mean that switching weapons back and forth did not fix the problem, or did you not try that when it happened?

Subject: Re: 4.0 Bug?
Posted by [jonwil](#) on Tue, 17 Jan 2012 02:05:21 GMT
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I tested this on Jelly AOW just now using the current WIP scripts build and I can't reproduce this (even with Sakura). I made a fix that may or may not have solved this issue but I want to wait for more testing before I declare it "fixed"

Subject: Re: 4.0 Bug?
Posted by [iRANian](#) on Tue, 17 Jan 2012 02:07:56 GMT
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Jelly AOW1 runs 4.0, Jelly Marathon doesn't (not sure if that affects the bug). The bug also is pretty rare.

Subject: Re: 4.0 Bug?
Posted by [jonwil](#) on Tue, 17 Jan 2012 02:25:09 GMT
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Tested again on Jelly Marathon, more testing and analysis is required to answer for sure whats

going on in this specific case and whether any more fixes are required.

Subject: Re: 4.0 Bug?
Posted by [jonwil](#) on Thu, 16 Feb 2012 01:09:45 GMT
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We have run more tests and cannot reproduce this using our current WIP code. Therefore we are marking this "fixed" until such time as someone can reproduce it.

Subject: Re: 4.0 Bug?
Posted by [jonwil](#) on Tue, 21 Feb 2012 12:54:39 GMT
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Is anyone still able to reproduce this using the latest test build?

Subject: Re: 4.0 Bug?
Posted by [iRANian](#) on Tue, 21 Feb 2012 13:36:49 GMT
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It's a very rare issue.

Subject: Re: 4.0 Bug?
Posted by [escelade3](#) on Tue, 21 Feb 2012 14:10:33 GMT
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This happened to me as well with a nod rocket officer

Subject: Re: 4.0 Bug?
Posted by [EvilWhiteDragon](#) on Tue, 21 Feb 2012 19:42:11 GMT
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Has happened? Before the last build or with the last build?

Subject: Re: 4.0 Bug?
Posted by [StealthEye](#) on Tue, 21 Feb 2012 21:12:56 GMT

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Afaik esclade3 does not have access to the private TT test forums, so it would most likely be beta 3. Jonwil's post was not too clear about that: we're specifically interested in knowing if this happened to anyone of the private test team while using beta 4.
