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Subject: Fixing roadkill bug

Posted by [Major-Payne](#) on Thu, 29 Mar 2012 22:29:52 GMT

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Here, this:

<http://www.youtube.com/watch?v=dKMv8mHHGiw&t=28s>

Whenever I try to run anyone over, I have to drive into them for at least a full second, its really fucking annoying, especially when an enemy drives like a metre past me and I still get squished.

Anyone on the TT team looked into any of this yet?

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Subject: Re: Fixing roadkill bug

Posted by [Ethenal](#) on Fri, 30 Mar 2012 01:09:09 GMT

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I have observed the same bug. Unless they fixed it with the newest hotpatch, I'm pretty sure it's easily reproducible because it appeared to happen every single time you run someone over.

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Subject: Re: Fixing roadkill bug

Posted by [EvilWhiteDragon](#) on Fri, 30 Mar 2012 08:11:11 GMT

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And that is how awesome the renegade netcode is. So yes, we're looking into it, but it's slightly complicated (hence some TT versions lagging less for some and lagging more for some others).

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Subject: Re: Fixing roadkill bug

Posted by [Major-Payne](#) on Fri, 30 Mar 2012 08:36:04 GMT

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Alright that's great to hear, thanks

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Subject: Re: Fixing roadkill bug

Posted by [iRANian](#) on Fri, 30 Mar 2012 11:42:03 GMT

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Squishes are done server-side, they already seem to work tons better with the scripts 4.0 serber.

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Subject: Re: Fixing roadkill bug

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Posted by [StealthEye](#) on Thu, 12 Apr 2012 15:48:25 GMT

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I can't seem to reproduce anything that did not happen in stock regarding this. Are you sure it is a TT bug? (My guess is that it either also happens in stock for you or it is lag related.)

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Subject: Re: Fixing roadkill bug

Posted by [Jerad2142](#) on Fri, 13 Apr 2012 12:26:24 GMT

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StealthEye wrote on Thu, 12 April 2012 09:48 I can't seem to reproduce anything that did not happen in stock regarding this. Are you sure it is a TT bug? (My guess is that it either also happens in stock for you or it is lag related.)

You guys should disable all physical collisions of all ENEMY infantry client side to deal with this problem; no one likes getting hung up on infantry that aren't even there or are there and it is just taking the server a second to update you and kill them your end.

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Subject: Re: Fixing roadkill bug

Posted by [StealthEye](#) on Fri, 13 Apr 2012 14:03:23 GMT

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It also happens for friendly soldiers though, so it's not a real fix. (Not to mention that it will look weird if you drive through an enemy soldier. )

It's possibly related to

[http://www.renegadeforums.com/index.php?t=msg&th=39265&unread=1&rid=21143#msg\\_466022](http://www.renegadeforums.com/index.php?t=msg&th=39265&unread=1&rid=21143#msg_466022)

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Subject: Re: Fixing roadkill bug

Posted by [Jerad2142](#) on Sun, 15 Apr 2012 07:14:58 GMT

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StealthEye wrote on Fri, 13 April 2012 08:03 It also happens for friendly soldiers though, so it's not a real fix. (Not to mention that it will look weird if you drive through an enemy soldier. )

It's possibly related to

[http://www.renegadeforums.com/index.php?t=msg&th=39265&unread=1&rid=21143#msg\\_466022](http://www.renegadeforums.com/index.php?t=msg&th=39265&unread=1&rid=21143#msg_466022)

It would not look as bad as coming to a complete stop and then suddenly hyperspacing 30 meters ahead of your previous position when the server finally updates you because you weren't stuck on the soldier at all.

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Subject: Re: Fixing roadkill bug  
Posted by [jason761](#) on Sun, 15 Apr 2012 07:34:59 GMT  
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i've noticed that since i started using TT its pretty much impossible for me to squish people with orca/apache

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Subject: Re: Fixing roadkill bug  
Posted by [Sean](#) on Sun, 15 Apr 2012 18:10:59 GMT  
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jason761 wrote on Sun, 15 April 2012 00:34i've noticed that since i started using TT its pretty much impossible for me to squish people with orca/apache

+1

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Subject: Re: Fixing roadkill bug  
Posted by [Ethenal](#) on Mon, 16 Apr 2012 05:51:46 GMT  
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jason761 wrote on Sun, 15 April 2012 02:34i've noticed that since i started using TT its pretty much impossible for me to squish people with orca/apache  
wtf? cause you play and stuff?

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Subject: Re: Fixing roadkill bug  
Posted by [liquidv2](#) on Mon, 16 Apr 2012 06:08:47 GMT  
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he plays on irresponsible servers  
he should really be playing in traffic but you know

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Subject: Re: Fixing roadkill bug  
Posted by [jason761](#) on Mon, 16 Apr 2012 07:01:18 GMT  
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re-installed like a week or so ago

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