Subject: Annoying bug -- nod apc exit location
Posted by Jamie or NuneGa on Thu, 12 Apr 2012 12:46:58 GMT
View Forum Message <> Reply to Message

Sure everyone knows and hates this bug, reversing with the nod apc and it you press e you slide down the back taking a couple of seconds before you can do anything...

Still after 10 years I let this get me killed far too often.

Some may say this isn't a bug due to it just being a problem with the exit location being at the back...

Thoughts?

Subject: Re: Annoying bug -- nod apc exit location
Posted by StealthEye on Thu, 12 Apr 2012 14:33:50 GMT
View Forum Message <> Reply to Message

It's a bug in the Renegade physics which does not properly combine user movement and being pushed by another object. (I believe it's similar to jumping on top of a driving vehicle.)

I've already looked at it once, but I couldn't fix it in the time I allocated for it. It will require some changes to the physics system, it's not easy to fix.

Subject: Re: Annoying bug -- nod apc exit location
Posted by Jerad2142 on Fri, 13 Apr 2012 12:33:09 GMT
View Forum Message <> Reply to Message

Perhaps it's not easy, but it could definitely be worth it as it would fix more issues than just the nod APC transitions I'm sure.

Subject: Re: Annoying bug -- nod apc exit location
Posted by Jamie or NuneGa on Fri, 13 Apr 2012 13:50:23 GMT
View Forum Message <> Reply to Message

StealthEye wrote on Thu, 12 April 2012 15:33It's a bug in the Renegade physics which does not properly combine user movement and being pushed by another object. (I believe it's similar to jumping on top of a driving vehicle.)

I've already looked at it once, but I couldn't fix it in the time I allocated for it. It will require some changes to the physics system, it's not easy to fix.

Coolio, its on the list and thats all that I need to be happy.

Next time I die to it I can shout condolences on its short life span rather than just calling myself dumb for allowing myself to die to it.

Subject: Re: Annoying bug -- nod apc exit location
Posted by iRANian on Fri, 13 Apr 2012 22:56:27 GMT
View Forum Message <> Reply to Message

I hate using Nod APCs because of this, especially if you keep "flying" in the air for a few seconds when exiting the APC..

Subject: Re: Annoying bug -- nod apc exit location
Posted by liquidv2 on Sat, 14 Apr 2012 03:16:53 GMT
View Forum Message <> Reply to Message

i concur
kind of happens with med tanks sometimes too
you get the "i'm falling down a mountain and running in slow motion" animation
one time it happened in a light tank even, just long enough for Spoony to sweep down and kill me with an orca
i was not a happy pedestrian

Subject: Re: Annoying bug -- nod apc exit location
Posted by ehhh on Sat, 14 Apr 2012 05:38:18 GMT
View Forum Message <> Reply to Message

one of the reasons i dont pic/med, however driving forward and getting out at the same time usually stops this.

Subject: Re: Annoying bug -- nod apc exit location
Posted by Jamie or NuneGa on Sat, 14 Apr 2012 10:06:57 GMT
View Forum Message <> Reply to Message

ehhh wrote on Sat, 14 April 2012 06:38one of the reasons i dont pic/med, however driving forward and getting out at the same time usually stops this.

Sometimes you have no choice but to reverse though

Subject: Re: Annoying bug -- nod apc exit location
Posted by iRANian on Sat, 14 Apr 2012 10:16:25 GMT

---

yeah driving forward before exiting fixes it. I never use pic+med as it's so tedious and I also dislike rep shooting with meds because of the shitty exit location compared to a light :/