Subject: Bugs in 4.0
Posted by Poskov on Wed, 12 Dec 2012 00:46:13 GMT
View Forum Message <> Reply to Message

Here are the bugs that I found:

>Weapon MuzzleFlashPhysDefID Lifetime does not work anymore
>The ambient sound announcements in MP Practice are too frequent
>Explosion Lifetime does not work anymore
>In SP, the bots have their 'friendly fire' and 'take damage' voices swapped
>Decal limit is still the same
>Number of simultaneous sounds allowed is still the same

Also, can the View Distance and LOD Budget be changed in 4.0?

Subject: Re: Bugs in 4.0
Posted by danpaul88 on Wed, 12 Dec 2012 12:55:27 GMT
View Forum Message <> Reply to Message

can you elaborate on the two "lifetime doesnt work" bugs you mention? if they had no lifetime they would never vanish, i think people might have noticed that...

Subject: Re: Bugs in 4.0
Posted by Poskov on Fri, 25 Jan 2013 20:18:47 GMT
View Forum Message <> Reply to Message

MuzzleFlashPhysDefID & Explosion lifetimes are stuck at 2 seconds

Non-animated explosion models will last too long (2 seconds) (like RP2's nitro freezer ice)

The same goes for muzzleflashes of MuzzleFlashPhysDefID

Subject: Re: Bugs in 4.0
Posted by EvilWhiteDragon on Fri, 25 Jan 2013 21:58:24 GMT
View Forum Message <> Reply to Message

Have you tried with RC2?

Subject: Re: Bugs in 4.0
Posted by Poskov on Sun, 17 Feb 2013 07:35:39 GMT
View Forum Message <> Reply to Message

Yes, the bugs are still there in RC2

Subject: Re: Bugs in 4.0
Posted by Gen_Blacky on Sun, 17 Feb 2013 15:49:53 GMT
View Forum Message <> Reply to Message

MuzzleFlashPhysDefID has been broken since 4.0 release I believe.

Doesn't work in Lan or Multilayer.

The muzzle flash lasts for about 2 seconds no matter what its set to.
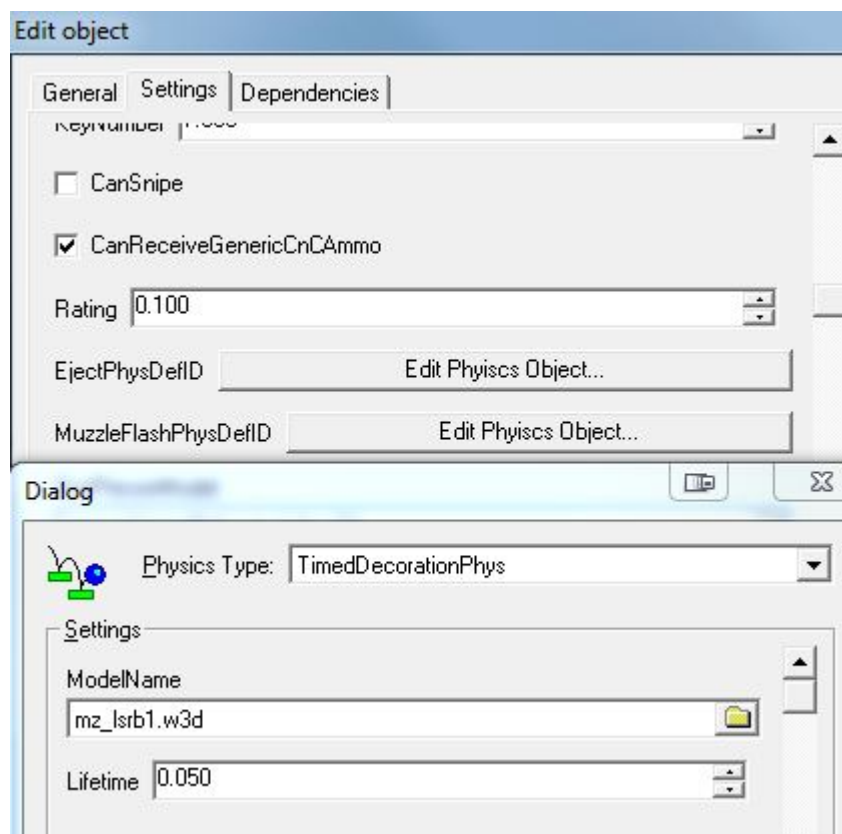
Only a problem if set in LE.

Using RC3 Beta on client. RC2 Server.

Toggle Spoiler

From what I have seen Explosion Lifetime still works but I have not tested.

```
File Attachments
```
1) muzzle.JPG, downloaded 901 times

Edit object

General | Settings | Dependencies

KeyNumber

☐ CanSnipe

☑ CanReceiveGenericCnCAmmo

Rating 0.100

EjectPhysDefID   Edit Phyiscs Object...

MuzzleFlashPhysDefID   Edit Phyiscs Object...

Dialog

Physics Type: TimedDecorationPhys

Settings

ModelName

mz_lsrb1.w3d

Lifetime 0.050

2) Screenshot.107.png, downloaded 762 times

Subject: Re: Bugs in 4.0
Posted by jonwil on Sun, 17 Feb 2013 15:52:12 GMT
View Forum Message <> Reply to Message

Can someone get me a test setup (mix file or whatever) that I can use to see this muzzle flash issue in action?

Subject: Re: Bugs in 4.0
Posted by Gen_Blacky on Sun, 17 Feb 2013 16:21:23 GMT
View Forum Message <> Reply to Message

The weapon spawns next to the gdi wf.

Subject: Re: Bugs in 4.0
Posted by jonwil on Mon, 18 Feb 2013 00:43:51 GMT
View Forum Message <> Reply to Message

I cant find anything that looks like a weapon powerup or a gun anywhere near the GDI weapons factory on that test map.

Subject: Re: Bugs in 4.0
Posted by Gen_Blacky on Mon, 18 Feb 2013 03:21:11 GMT
View Forum Message <> Reply to Message

Its missing textures.

```
File Attachments
1) 111.jpg, downloaded 521 times
```

Subject: Re: Bugs in 4.0
Posted by jonwil on Mon, 18 Feb 2013 03:51:39 GMT
View Forum Message <> Reply to Message

I looked in that exact spot and I cant see the weapon powerup at all.

Subject: Re: Bugs in 4.0
Posted by Gen_Blacky on Mon, 18 Feb 2013 15:09:53 GMT
View Forum Message <> Reply to Message

My bad missing powerup model along with textures.

```
File Attachments
1) lsrb_muzzle_test.zip, downloaded 228 times
```

Subject: Re: Bugs in 4.0
Posted by Gen_Blacky on Fri, 22 Feb 2013 01:32:27 GMT
View Forum Message <> Reply to Message

Did you find the problem with the emitter lifetime?

Subject: Re: Bugs in 4.0
Posted by Jerad2142 on Wed, 27 Feb 2013 23:53:10 GMT
View Forum Message <> Reply to Message

Rp2 was buggy as fuck, ECW is just about ready for release and after that is confirmed stable we will start to port to 4.0. Hopefully that'll go smoothly (I doubt it but we shall see, it'd be amazing if it was perfectly stable under 4.0 but I don't expect it).