Subject: remote c4 bug
Posted by ehhh on Mon, 07 Jan 2013 18:03:32 GMT
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has this been fixed for the next build?

It's where you try to c4 and nothing happens, pretty annoying when i try to remote a art in a lobbywar and one of the remotes doesnt register LOL

Subject: Re: remote c4 bug
Posted by StealthEye on Tue, 08 Jan 2013 07:12:31 GMT
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Can you fraps this? Or do you mean the bug where a third remote appears after already having thrown two (which cannot be thrown)?

Subject: Re: remote c4 bug
Posted by ehhh on Tue, 08 Jan 2013 13:04:00 GMT
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nah, guessing it might be related though

ill try to get a fraps of it, very rare though :>

Subject: Re: remote c4 bug
Posted by Jamie or NuneGa on Wed, 09 Jan 2013 00:18:20 GMT
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Very easy to recreate, not rare at all .

Throw c4, quickly change weapon. change back to c4. Remote takes 5 seconds to throw.

Not experienced that much in public but when you are pistoling, throwing remotes, followed by pistol it happens a lot.

Subject: Re: remote c4 bug
Posted by ehhh on Wed, 09 Jan 2013 00:45:05 GMT
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isn't that when the remote isnt loaded?

i'm talkign about when it is loaded :>

Subject: Re: remote c4 bug
Posted by StealthEye on Wed, 09 Jan 2013 06:31:44 GMT
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Iirc, I was not able to reproduce the 3 c4 issue either using those reproduction steps. That it takes 5 seconds to throw is not an issue: I assume that it is just the sum of the weapon switch time and reload time (time between c4 throws). Because you switched fast, the c4 has not reloaded and you will still have to reload it after switching.

Btw, ehhh, do you mean that it does not trigger on a single click or that it does not trigger at all (i.e. you can walk around and click later and it still does not throw)?

Subject: Re: remote c4 bug
Posted by ehhh on Wed, 09 Jan 2013 09:40:53 GMT
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basically i throw a remote, throw another (see the animation i think or whatever, but nothing comes out) then i have a 3rd one that works.

=/

Subject: Re: remote c4 bug
Posted by Jerad2142 on Wed, 09 Jan 2013 18:12:54 GMT
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I'd assume the c4 isn't being thrown server side if it is related to switching weapons quickly before the throw, possibly after if the throw message somehow hits the server after the weapon switch message.

Subject: Re: remote c4 bug
Posted by badam on Fri, 11 Jan 2013 00:39:43 GMT
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This also happens with proxy mines from time to time as well, but that has happened even before the TT scripts