Subject: SSM Launcher + 4.3 bug
Posted by shaitan on Wed, 04 Jan 2017 20:06:35 GMT
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https://www.youtube.com/watch?v=sIuq-yzntp4

If you get an SSM Launcher(Nod_SSM_Launcher_Player), you can see the enemy's radio commands while they're inside their stanks. I was 4.3 scripts, XD_Error there was 4.3 scripts, it didn't work with anyone using 4.2 scripts. It lasted as long as I was ingame(even after the SSM died).

It was kind of interesting. o.0

Subject: Re: SSM Launcher + 4.3 bug
Posted by dblaney1 on Thu, 05 Jan 2017 00:25:35 GMT
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Those radio commands are part of dragonade, not the TT code. You will have to ask white dragon about them.

Subject: Re: SSM Launcher + 4.3 bug
Posted by XD_ERROR_XD on Thu, 05 Jan 2017 15:39:34 GMT
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Ahh, now I see what you're talking about!

The icon above the tank was actually an indicator for Puma requesting fire at my vehicle (about 0:05 in the video). I was spamming different commands aswell too, of which the icon on my vehicle didn't correlate with (I spammed Affirmative and Negative).

I remember you doing the same with joejjj, he spammed Affirmative and Building needs repair, off course you didn't see any icons with him because no one on your team requested fire on him! So, maybe your suspicions came from when you saw the icon for "Requesting Fire" on top of a cloaked target, without knowing what it meant.

It's still however a bug that you can request fire on cloaked Stanks (which did get fixed on 4.3 alongside the "spot an SBH trick/glitch").

Subject: Re: SSM Launcher + 4.3 bug
Posted by dblaney1 on Thu, 05 Jan 2017 15:45:59 GMT
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XD_ERROR_XD wrote on Thu, 05 January 2017 08:39Ahh, now I see what you're talking about!

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It's still however a bug that you can request fire on cloaked Stanks (which did get fixed on 4.3 alongside the "spot an SBH trick/glitch").

The stealth tank request fire thing is also a bug in dragonade. I actually fixed that in my local code.