Subject: "Flickering Fairies"
Posted by sniper12345 on Mon, 17 May 2004 08:21:07 GMT
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When a sniper goes into scope and moves, he appears to flicker. Anything BHS can do about this? (Once again, I know it doesn't happen when you're the host)

Subject: "Flickering Fairies"
Posted by Majiin Vegeta on Mon, 17 May 2004 10:33:47 GMT
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snipers would be to easy to hit when if this is fixed
but then again it is very annoying when you get people who overflicker

Subject: "Flickering Fairies"
Posted by flyingfox on Mon, 17 May 2004 13:45:52 GMT
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It's probably due to the pissy network code. It's definetly got something to do with it, since it only happens if you aren't the host.

Subject: "Flickering Fairies"
Posted by Aircraftkiller on Mon, 17 May 2004 14:31:01 GMT
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So what if they would be easy to hit? Why should they be given even more fucking advantages?

Subject: "Flickering Fairies"
Posted by Majiin Vegeta on Mon, 17 May 2004 15:32:43 GMT
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becuase if you was sniping me and you was not flickering you would be dead before you can pull the trigger!

oh wait.. that would make owning people even easier and stop people who over flicker.. flickering

fix it please.. :twisted:

Subject: "Flickering Fairies"
Posted by Deathgod on Mon, 17 May 2004 15:38:42 GMT

ACK, this is for you man. I think you need some music to cheer you up.

Justin Timberlake - Cry Me a River

(I just pasted the chorus, the rest of the song sucks)

Cry me a river
(Go on and just)
Cry me a river-er
(Baby go on and just)
Cry me a river
(You can go on and just)
Cry me a river-er, yea yea

Cry me a river
(Baby go on and just)
Cry me a river-er
(Go on and just)
Cry me a river
(Cause I've already cried)
Cry me a river-er, yea yea
(Ain't gonna cry no more, yea-yea)

Subject: "Flickering Fairies"
Posted by Majiin Vegeta on Mon, 17 May 2004 15:41:58 GMT

DeathgodACK, this is for you man. I think you need some music to cheer you up.

Justin Timberlake - Cry Me a River

(I just pasted the chorus, the rest of the song sucks)

Cry me a river
(Go on and just)
Cry me a river-er
(Baby go on and just)
Cry me a river
(You can go on and just)
Cry me a river-er, yea yea

Cry me a river
(Baby go on and just)
Cry me a river-er
(Go on and just)

Cry me a river
(Cause I've already cried)
Cry me a river-er, yea yea
(Ain't gonna cry no more, yea-yea)

hey kid stfu

cant you see adults are discussing something

Subject: "Flickering Fairies"
Posted by Deathgod on Mon, 17 May 2004 17:01:22 GMT
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Majiin Vegeta
hey kid stfu

cant you see adults are discussing something

The only one I see here is me, and I'm not discussing anything. If you were referring to yourself, a better term to use might be "child," or maybe "adolescent" or "prepubescent" depending on your stage of life. No adult would have a DBZ avatar, therefore you are disqualified.

Subject: "Flickering Fairies"
Posted by spoonyrat on Mon, 17 May 2004 19:50:58 GMT
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I don't see why ACK opposes this. Aren't snipers meant for killing infantry (in this case, other snipers) instead of orcas and stuff.

Subject: "Flickering Fairies"
Posted by Slash0x on Mon, 17 May 2004 19:51:08 GMT
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Personally, I could care less about the issue. I have grown accustomed to the lag and if they are really laggy, I just shoot and hope I hit them. This case only happens when two people are moving parallel dodging the bullets. If this happens, move to a better spot and get angles.

Subject: "Flickering Fairies"
Posted by Renx on Mon, 17 May 2004 19:57:40 GMT
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Flickering people are not THAT hard to hit, I just let the reticle sit by there head and shoot when

they move into it

Subject: "Flickering Fairies"
Posted by Phoenix - Aeon on Mon, 17 May 2004 20:37:00 GMT
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WTF, people are actually opposing the fixing of something that is clearly a bug.

Subject: "Flickering Fairies"
Posted by Aircraftkiller on Mon, 17 May 2004 21:06:21 GMT
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That's because they want the advantage the bug gives them. Much like why a lot of people opposed fixing the MRLS base to base issue on Islands.

Subject: "Flickering Fairies"
Posted by Majiin Vegeta on Mon, 17 May 2004 22:04:42 GMT
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DeathgodMajiin Vegeta
hey kid stfu

cant you see adults are discussing something

 No adult would have a DBZ avatar, therefore you are disqualified.

Your an idiot

Subject: "Flickering Fairies"
Posted by Jorge on Mon, 17 May 2004 22:16:09 GMT
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Majiin Vegeta
Your an idiot
I second that ^^^

Subject: "Flickering Fairies"
Posted by cokemaster on Mon, 17 May 2004 23:13:46 GMT
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As I said before - he probably has a vested interest in maintain such an unfair balance. :rolleyes:

It is a bug, just like the sniper damage - it should go.

Subject: "Flickering Fairies"
Posted by Crimson on Tue, 18 May 2004 02:26:17 GMT
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I would whole-heartedly love to see the flickering fixed. It defeats a lot of the purpose of sniping (hiding) when you can flicker back and forth and evade gunfire like you're mutha-fuckin Neo and shit.

Subject: "Flickering Fairies"
Posted by Deathgod on Tue, 18 May 2004 03:23:23 GMT
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Majiin VegetaDeathgodMajiin Vegeta
hey kid stfu

cant you see adults are discussing something

 No adult would have a DBZ avatar, therefore you are disqualified.

Your an idiot

Coming from someone with mad grammar skillz like yourself, I take that as a compliment. Any other 'insults' you'd like to try are welcome, I find this amusing.

Subject: "Flickering Fairies"
Posted by Aircraftkiller on Tue, 18 May 2004 05:09:05 GMT
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Grammar doesn't always equate to intelligence, it's a fallacy in logic to come up with that conclusion.

Subject: "Flickering Fairies"
Posted by Deathgod on Tue, 18 May 2004 06:26:41 GMT
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AircraftkillerGrammar doesn't always equate to intelligence, it's a fallacy in logic to come up with that conclusion.

Good grammar != intelligence, but bad grammar = a lack of intelligence. Someone who cannot be bothered to communicate properly doesn't care about their message in the first place, meaning they place little value on communication. Since communication is the conveyance of knowledge, someone who places little value on one doesn't care for the other either, meaning that someone who can't communicate properly is most likely an idiot.

Subject: "Flickering Fairies"
Posted by Aircraftkiller on Tue, 18 May 2004 07:54:50 GMT
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Not really. If Einstien attempted to speak Indian, you think bad grammar in that makes him unintelligent? It just means he's ignorant when it concerns that language, not that he's an idiot.

With your example, you say two different things. You say grammar is one factor in how you're going to judge others, and you say that communicating properly is another way to judge their intelligence.

Looking at the fact that he got his point across with "Your an idiot," and it was perfectly legible... I can only believe that you're contradicting yourself.

Subject: "Flickering Fairies"
Posted by Rex on Tue, 18 May 2004 08:09:18 GMT
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AircraftkillerMuch like why a lot of people opposed fixing the MRLS base to base issue on Islands.

Oh, where can I find this thread?

Oh and I think it should be fixed too.. (the flickering i mean...)

Subject: "Flickering Fairies"
Posted by Majiin Vegeta on Tue, 18 May 2004 10:35:09 GMT
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w00t

i don't care much about grammer.. sometimes i put it in posts sometimes i dont.. depends how i feel at the time

its quite sad how much you care about your grammer.. maybe you can put the grammer in yourself while you read.. if you as clever as you make out

also when this flickering on the snipers is fixed.. your gonna regret sniping against me ^_^

Subject: "Flickering Fairies"
Posted by Deactivated on Tue, 18 May 2004 11:38:04 GMT
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Psst, it's grammar and not grammer

Subject: "Flickering Fairies"
Posted by KIRBY098 on Tue, 18 May 2004 13:56:53 GMT
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AircraftkillerNot really. If Einstien attempted to speak Indian, you think bad grammar in that makes him unintelligent? It just means he's ignorant when it concerns that language, not that he's an idiot.

With your example, you say two different things. You say grammar is one factor in how you're going to judge others, and you say that communicating properly is another way to judge their intelligence.

Looking at the fact that he got his point across with "Your an idiot," and it was perfectly legible... I can only believe that you're contradicting yourself.

Unfortunately in this case, English is his primary language, and he still isn't getting it right.

I see your point, but as it relates to this topic, it's irrelevant.

Oh, and yes. Please do fix the flicker bug. I find it very counter-productive to rely on firing a bunch of rounds, and hoping I hit. If I wanted to do that I would purchase an MLRS.

Subject: "Flickering Fairies"
Posted by spoonyrat on Tue, 18 May 2004 14:00:49 GMT
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You're all wrong. If I were to write, for example, an important letter, I would pay particular attention to grammar and punctuation.

But this is a computer game forum. And at no part in the Renegade manual did I see a requirement for a high grade in English.

Subject: "Flickering Fairies"
Posted by KIRBY098 on Tue, 18 May 2004 14:06:48 GMT
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spoonyratYou're all wrong. If I were to write, for example, an important letter, I would pay

particular attention to grammar and punctuation.

But this is a computer game forum. And at no part in the Renegade manual did I see a requirement for a high grade in English.

The manner in which one presents oneself is the manner in which others should hold you in regard, and judge your intellect. I think that Jonathan knows this, and it's why he chooses to type correctly, and use proper sentence structure. Death is right, and any intelligent person knows it.

Now, with that being said, stay on topic folks.

Subject: "Flickering Fairies"
Posted by tanhm07 on Tue, 18 May 2004 14:34:38 GMT
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someone change this topic to

"Does good grammar = intelligence?"

lol

Anyway, 'flickering' is caused by lag. Or the shitty netcode or whatever. I dunno how you guys are gonna fix this though. Its not like the sniper damage stuff...

Subject: "Flickering Fairies"
Posted by m1a1_abrams on Tue, 18 May 2004 14:48:52 GMT
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I disagree, I say that's elitist nonsense... "my words are better than your words, even though everyone understands them both the same". Language was and should still be a tool for communicating ideas, so the form shouldn't matter as long as it's serving it's intended purpose. Standards are generally a good thing, but there's no need to enforce them strictly unless communication is breaking down.

Also, language is always changing regardless of how much a few obsessives try to stop it from happening, and the fact of the matter is that lots of "incorrect" forms of speech/writing are more widely understood than the "correct" alternatives. In this case it makes absolutely no sense to hang on to archaic language if less people will understand you.

What I find particularly saddening is the idea that you would hold someone in less regard because of the way that they speak, or type. Shouldn't it be someone's actions that determines how much you respect them, not their outward appearance? And the concept of judging people's intelligence by their language is ridiculous, because things like spelling and grammar are nothing more than exercises in memory.

Subject: "Flickering Fairies"
Posted by mahkra on Tue, 18 May 2004 14:56:26 GMT
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AircraftkillerLooking at the fact that he got his point across with "Your an idiot," and it was perfectly legible... I can only believe that you're contradicting yourself.

And what's so special about being able to TYPE legibly? All that means is that you can actually read the letters...

Subject: "Flickering Fairies"
Posted by spoonyrat on Tue, 18 May 2004 15:55:39 GMT
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Maybe correct grammar and spelling is a mark of intelligence. But criticising others' grammar and spelling is a mark of needing to get out and about a bit more

Subject: "Flickering Fairies"
Posted by Deathgod on Tue, 18 May 2004 16:08:28 GMT
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AircraftkillerNot really. If Einstien attempted to speak Indian, you think bad grammar in that makes him unintelligent? It just means he's ignorant when it concerns that language, not that he's an idiot.

With your example, you say two different things. You say grammar is one factor in how you're going to judge others, and you say that communicating properly is another way to judge their intelligence.

Looking at the fact that he got his point across with "Your an idiot," and it was perfectly legible... I can only believe that you're contradicting yourself.

No, grammar and communication on a text-based forum such as this are one and the same. As others have pointed out, you don't have much of an argument here. There was no contradiction, nor will there be unless I magically change my post. Legibility is a completely different issue... someone could type in l33tspeak to me and I could understand it perfectly well, but I'd still think less of that person because they choose to present their info in a format that doesn't particularly lend itself to comprehension.

As I said before, if you can't be bothered to properly present your point, don't present it at all.

Getting back on topic, isn't the flicker a netcode issue? Unless BHS is going to be making tighter netcode (which might just be the sweetest fix possible), that's going to be tough to do. However, if you're planning on working on that I applaud you in advance.

Subject: "Flickering Fairies"
Posted by Crimson on Tue, 18 May 2004 17:38:58 GMT
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When you host a game non-dedicated, the snipers don't flicker. I don't think it's lag. I think it's some sort of miscommunication with the client and the server. Either way it's always something we can explore and try to figure out.

As for the rest of the crap in this thread, knock it off and stay on topic.

Subject: "Flickering Fairies"
Posted by Pavla on Tue, 18 May 2004 17:42:49 GMT
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hahaha.. i think ack has been sniped to much in his younger years, he wants a:the snipers be less strong b:the flickering removed, i'd say.. make the fixes in bhstudio's maps and we'll see

---

Subject: "Flickering Fairies"
Posted by Aircraftkiller on Tue, 18 May 2004 18:33:45 GMT
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I use snipers more often than not if I'm in a server that allows them. It's not as if I'm getting constantly owned with them, either. I keep a usual K\D ratio of 2.0 through 20.0 each game I play, and a lot of that comes from just nailing people in the head over and over.

I think it's more along the lines that you don't want this fixed because you don't want to lose your advantage. That's fine, if you want to go on thinking that your only way of winning a "sniper" battle was to flicker at warp five, preventing them from hitting you.

Subject: "Flickering Fairies"
Posted by mrpirate on Tue, 18 May 2004 19:23:20 GMT
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Isn't the flickering caused because the server thinks the character's walking, and the user's computer thinks the character's running?

Subject: "Flickering Fairies"
Posted by Homey on Tue, 18 May 2004 19:32:52 GMT
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Its not that hard to hit someone who flickers in a server with a nice nur, just aim in the middle. The only thing i dont like about it is the people that pop and shoot all the time. I don't see a problem

with it being fixed, after hosting a lot of games you get used to it and still miss :/

Subject: "Flickering Fairies"
Posted by Aircraftkiller on Tue, 18 May 2004 19:55:21 GMT
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The client code is programmed to have sniper mode as walking, so they see that. The server thinks it's running. It conflicts and causes the "flicker" effect.

Subject: "Flickering Fairies"
Posted by Majiin Vegeta on Tue, 18 May 2004 22:25:44 GMT
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SeaManPsst, it's grammar and not grammer

rofl
^_^
anyway

best thing to fix this is to fix up the netcode.. that will also stop those people who tend to flicker as any unit and not just snipers

---

Subject: "Flickering Fairies"
Posted by tanhm07 on Wed, 19 May 2004 08:50:49 GMT
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First: the 'n00b damage did to acircraft'. Do most who complain fly in flying maps? yes. Do they get owned by the 'n00b damage did to aircraft'? yes.

Now: Snipers flicker about, making it hard for me to hit them. Its a bug. We have to fix this so that they don't have this 'advantage' and so I can hit those 'flickerers'!

what's next?

Why not just make this game completely to your advantage. Then everything would be 'fair'.

Subject: "Flickering Fairies"
Posted by m1a1_abrams on Wed, 19 May 2004 09:43:57 GMT
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Are you saying that certain infantry appearing to warp from one point to another without moving the distance between is an intended feature of the game?

Subject: "Flickering Fairies"
Posted by flyingfox on Wed, 19 May 2004 14:38:03 GMT
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Apart from the fact that it's a bug, attempt to think the reasoning behind it.

You're a sniper. You're in the field. You see 2 soldiers and an officer coming at you from across a bridge. You can't retreat. You have 2 options:

1) Have the speed advantage, but the accuracy disadvantage, and attack while moving and not in scope mode, in an attempt to evade fire.

2) Sacrifice speed for accuracy, and hope that by using your scope, you can accurately hit the soldiers before they kill you. You realise that, while in scope mode, you can only move slowly (since if you actually moved fast your aim would go haywire) but you take the risk anyway.

You could always try option 3).... play Renegade, where you can move incredibly fast AND have an accuracy advantage, where moving fast somehow doesn't make you completely inaccurate in scope mode. But of course, you're Neo, you can do that. Does this seem fair? It's obviously a bug, and the people who get it worst are the non-snipers who can't just "hit in the middle of the flicker".

Some folk use the flicker bug deliberately to give them this advantage, too. This is completely wrong.

Subject: "Flickering Fairies"
Posted by Aircraftkiller on Wed, 19 May 2004 15:22:14 GMT
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tanhm07First: the 'n00b damage did to acircraft'. Do most who complain fly in flying maps? yes. Do they get owned by the 'n00b damage did to aircraft'? yes.

Now: Snipers flicker about, making it hard for me to hit them. Its a bug. We have to fix this so that they don't have this 'advantage' and so I can hit those 'flickerers'!

what's next?

Why not just make this game completely to your advantage. Then everything would be 'fair'.

I hate to break it to you, but "flying" levels weren't developed to keep everyone from flying, unless you think the development team (Which includes me) were dumbasses.

For your second point: I can't believe you said that. You're not willing to fix problems? So if Renegade had a speed bug left in it that caused one soldier to move exceptionally fast around a level, you'd be saying the same thing, wouldn't you?

Subject: "Flickering Fairies"
Posted by Crimson on Wed, 19 May 2004 16:40:56 GMT
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Yes, I agree that we're used to snipers being flickering fairies... but no other game in the world lets you flicker and flit about like you're Neo while you're a sniper. Maybe if surviving as a sniper took a little more skill, less of them would be using their n00b cannons on aircraft in the first place?

Subject: "Flickering Fairies"
Posted by Javaxcx on Wed, 19 May 2004 19:33:00 GMT
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CrimsonYes, I agree that we're used to snipers being flickering fairies... but no other game in the world lets you flicker and flit about like you're Neo while you're a sniper. Maybe if surviving as a sniper took a little more skill, less of them would be using their n00b cannons on aircraft in the first place?

Thank you for supporting my argument that bugs in the game should be addressed before balance issues that don't need to be implimented. If you fix SERIOUS bugs like this, you might (and this is only a subjective assumption) find that less people will use snipers, and all of a sudden your issue about being killed on your way to back to base in an aircraft is resolved.

Subject: "Flickering Fairies"
Posted by Aircraftkiller on Wed, 19 May 2004 19:36:30 GMT
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That's not likely.

Subject: "Flickering Fairies"
Posted by The_Chaotic_One on Wed, 19 May 2004 19:37:12 GMT
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CrimsonYes, I agree that we're used to snipers being flickering fairies... but no other game in the world lets you flicker and flit about like you're Neo while you're a sniper. Maybe if surviving as a sniper took a little more skill, less of them would be using their n00b cannons on aircraft in the first place.

Couldn't have said it better myself.

Quote:The client code is programmed to have sniper mode as walking, so they see that. The server thinks it's running. It conflicts and causes the "flicker" effect.

I say we make the server think it is walking. Or we make the client code to be programmed as running. People probably already knew we had to do that, but oh well.

Subject: "Flickering Fairies"
Posted by Javaxcx on Wed, 19 May 2004 19:39:15 GMT
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AircraftkillerThat's not likely.

Care to elaborate?

Subject: "Flickering Fairies"
Posted by The_Chaotic_One on Wed, 19 May 2004 19:50:56 GMT
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People will always use snipers, n00bs will always use their n00bjets. They will just get more n00bjets to take down your aircraft. The less powerful against aircraft they are, the more n00bs attack it. They will always use those n00bjets. Half the n00bs probably won't even recognize the difference in the damage :rolleyes:

Subject: "Flickering Fairies"
Posted by tanhm07 on Wed, 19 May 2004 20:40:20 GMT
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fyi I can flicker with any unit. ACK would know, he kicked me once for it.

Subject: "Flickering Fairies"
Posted by tanhm07 on Wed, 19 May 2004 20:43:10 GMT
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CrimsonYes, I agree that we're used to snipers being flickering fairies... but no other game in the world lets you flicker and flit about like you're Neo while you're a sniper. Maybe if surviving as a sniper took a little more skill, less of them would be using their n00b cannons on aircraft in the first place?

And err... no when i see an orca coming towards me, i get out of scope and into 3rd and jump and run about. I'm not gonna be in scope mod. Yes you 'flicker' but what makes you think this will stop orca's from hitting you?

Subject: "Flickering Fairies"
Posted by Aircraftkiller on Wed, 19 May 2004 22:03:50 GMT
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Might be the fact that it's damn near impossible to hit someone who appears to move that fast, and especially when they change direction, you can never hit them in the areas required to get a

kill before you're shot down in five seconds... Or shorter if they have n00b cannon friends with them.

Subject: "Flickering Fairies"
Posted by Crimson on Wed, 19 May 2004 22:09:25 GMT
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I'm not saying that the flickering changes anything between aircraft and snipers. But if another sniper kills someone easier because they're not warping like Neo, then that dead sniper can't shoot your aircraft. If snipers don't flicker anymore, then they have to rely more on hiding and fast aiming and shooting, which is what a sniper is all about. If sniping is less easy to survive, then you won't be alive to shoot at aircraft. And if you CAN stay alive, then you deserve to try and get 5 shots off on an Orca/Apache and see if you can destroy it before another sniper gets you.

I agree that scoped walking should equal walking.

Subject: "Flickering Fairies"
Posted by tanhm07 on Thu, 20 May 2004 08:39:41 GMT
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Crimson But if another sniper kills someone easier because they're not warping like Neo, then that dead sniper can't shoot your aircraft.

However, all snipers flicker right? so, what 'advantage' is this? If i give you a rifle, then give another guy a same rifle. Is it an advantage? Just cause the other dude can aim better and kill you first and you can't doesn't mean its because of the flicker. You're forgetting that you yourself flicker too. And you're when you can't kill the sniper, you're gonna blame it on the flicker 'He's flickering i can't hit him' but to him you are flickering too, but he can hit you.

Subject: "Flickering Fairies"
Posted by m1a1_abrams on Thu, 20 May 2004 11:28:28 GMT
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Exactly... so if all snipers didn't flicker, neither sniper would have the advantage and it would still be a contest of who has the better aim. Sounds good to me.

It's obviously a bug, so I don't know why you're arguing against the possibility of fixing it.

Subject: "Flickering Fairies"
Posted by flyingfox on Thu, 20 May 2004 14:53:38 GMT
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You can't argue against actual game flaws; and also, you forget that not everyone that goes up against a sniper is a sniper himself.

Subject: "Flickering Fairies"
Posted by Majiin Vegeta on Thu, 20 May 2004 15:15:08 GMT
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tanhm07Crimson But if another sniper kills someone easier because they're not warping like Neo, then that dead sniper can't shoot your aircraft.

However, all snipers flicker right? so, what 'advantage' is this?

Certain people flicker more than others :rolleyes: