Subject: Maybe a blue hell solution?
Posted by Viking on Thu, 07 Jun 2007 07:39:02 GMT
View Forum Message <> Reply to Message

I was thinking, you could make say... a HUGE script zone that take up the entire map. Than put a script on it, the script will than be triggered when someone leaves the script zone (enters blue hell) and it than teleports said person to a location. (to their base?)

Posted here too.
http://www.apathbeyond.com/forum/index.php?showtopic=13322

Subject: Re: Maybe a blue hell solution?
Posted by jnz on Thu, 07 Jun 2007 07:41:18 GMT
View Forum Message <> Reply to Message

If you go under the "world box" for a map (which isn't actually there) it kills your character anyway.

Subject: Re: Maybe a blue hell solution?
Posted by Viking on Thu, 07 Jun 2007 07:48:31 GMT
View Forum Message <> Reply to Message

What?   Whats that have to do with this idea?

Subject: Re: Maybe a blue hell solution?
Posted by jnz on Thu, 07 Jun 2007 07:57:46 GMT
View Forum Message <> Reply to Message

Its practically the same thing.

Subject: Re: Maybe a blue hell solution?
Posted by nopol10 on Thu, 07 Jun 2007 08:54:50 GMT
View Forum Message <> Reply to Message

He means you're supposed to die once under map. But that isn't the case if you're in a vehicle and lagging like mad when in blue hell (hard to exit). Sometimes if you're in blue hell (red in C&C_Islands), you just keep falling and then falling back up to where you helled and the process repeats.

Subject: Re: Maybe a blue hell solution?
Posted by jnz on Thu, 07 Jun 2007 09:00:43 GMT

nopol10 wrote on Thu, 07 June 2007 09:54He means you're supposed to die once under map. But that isn't the case if you're in a vehicle and lagging like mad when in blue hell (hard to exit). Sometimes if you're in blue hell (red in C&C_Islands), you just keep falling and then falling back up to where you helled and the process repeats.

In that case, a massive script zone wouldn't work. The best option is to just implement !killme

Subject: Re: Maybe a blue hell solution?
Posted by StealthEye on Thu, 07 Jun 2007 10:51:32 GMT

For now, I'm able to detect blue hell, but teleporting you out of it is something different. (Possible, but not as easy as just teleporting you). Actually when you are in blue hell you are extremely high above the map (or low, but then you get killed instantly and respawn). I'm still hoping to be able to prevent blue hell though.

Subject: Re: Maybe a blue hell solution?
Posted by IronWarrior on Thu, 07 Jun 2007 11:41:55 GMT

Thats an good idea to be honest and I bet I know someone who could get it to work.

But testing it would be hard, re-creating bull hells when you want them is well.. hard to do.

Subject: Re: Maybe a blue hell solution?
Posted by StealthEye on Thu, 07 Jun 2007 15:17:24 GMT

It was much easier than I thought actually. Start a 1p lan game, mod the humvee engine torque to be 10 or 100 times as high as normal (using the edit_vehicle console command or in objects), make sure you can somewhat drive it, buy two and keep driving into the other humvee while pushing it into a corner. Driving into it under an angle seems to make it go somewhat faster.

As for it being a good idea, yes, it would probably detect blue hell, but there are other ways which I tested already and which seem to be working properly too.

Subject: Re: Maybe a blue hell solution?
Posted by Canadacdn on Thu, 07 Jun 2007 16:38:13 GMT

I found a good way to reduce the possibility of getting blue hell is to change the vehicle's collision setting in LE from "Kill" to "Push". (Yes, you can still run people over.)

Subject: Re: Maybe a blue hell solution?
Posted by Viking on Thu, 07 Jun 2007 18:36:42 GMT
View Forum Message <> Reply to Message

I have never 1 time died in blue hell, I always just fall and go up, fall and go up, thats all I do...

Subject: Re: Maybe a blue hell solution?
Posted by Zion on Thu, 07 Jun 2007 20:23:46 GMT
View Forum Message <> Reply to Message

I know of a way, although i may not work.

Edit all the vehicles worldboxes to be more rounded instead of just being a box covering the vehicle (since that's what causes the problem, when they collide. Not quite sure exactly what would happen but it's worth a try is it not?

Subject: Re: Maybe a blue hell solution?
Posted by Viking on Thu, 07 Jun 2007 21:30:31 GMT
View Forum Message <> Reply to Message

Or make the vehicles hull into the world box?

Like the APC body is the worldbox of the APC?

Subject: Re: Maybe a blue hell solution?
Posted by Zion on Thu, 07 Jun 2007 22:19:05 GMT
View Forum Message <> Reply to Message

No, there's still a square worldbox around the APC. I remember playing a game, we parked one next to the bar, got ontop of the bar and jumped on it and we could stand on nothing over the front of the APC where the front slopes back.

Subject: Re: Maybe a blue hell solution?
Posted by nopol10 on Thu, 07 Jun 2007 23:54:53 GMT
View Forum Message <> Reply to Message

I still don't get what Worldboxes are for (squishing?), Westwood could make it such that you just

had to check the collision settings and the vehicle would collide...

Subject: Re: Maybe a blue hell solution?
Posted by c0vert7 on Fri, 08 Jun 2007 06:32:32 GMT
View Forum Message <> Reply to Message

I was gonna do this, I always thought that mabey blue hell was the cause of 2 different collsion types colliding one to push and one to kill and it just triggers it. Im probally wrong tho.

Subject: Re: Maybe a blue hell solution?
Posted by c0vert7 on Fri, 08 Jun 2007 06:33:56 GMT
View Forum Message <> Reply to Message

DP

Quote:I found a good way to reduce the possibility of getting blue hell is to change the vehicle's collision setting in LE from "Kill" to "Push". (Yes, you can still run people over.)

Guess canada beat me to it

Subject: Re: Maybe a blue hell solution?
Posted by Zion on Fri, 08 Jun 2007 07:27:55 GMT
View Forum Message <> Reply to Message

nopol10 wrote on Fri, 08 June 2007 00:54I still don't get what Worldboxes are for (squishing?), Westwood could make it such that you just had to check the collision settings and the vehicle would collide...

Worldboxes are for collisions. Only the mesh itself has the projectile collision setting and that's all. The worldbox has everything else.

Subject: Re: Maybe a blue hell solution?
Posted by nopol10 on Fri, 08 Jun 2007 07:33:41 GMT
View Forum Message <> Reply to Message

So a vehicle without a worldbox would just fall through the ground?

Subject: Re: Maybe a blue hell solution?
Posted by Cpo64 on Fri, 08 Jun 2007 08:29:47 GMT

No, if it had no world box the vehicle does not work.
Or, things pass threw it...

Been a long time since I modded vehicles. But i'm pretty sure all the vehicles bones must be inside the world box. Its the wheel bones that prevent it from falling threw the ground. There may actually be "two" boxes, a world box and another one I can't recall the name of, one for physical collisions, another for the vehicle bones, but the practically do the same thing.

The world mesh must be a box, because if it has too many corners, the game begins to have trouble calculating physical collisions. At least this is what I was told on the matter.

There may actually be "two" boxes, a world box and another one I can't recall the name of, one for physical collisions, another for the vehicle bones, but if there is, you have to have both, and they both have to be cubular.

Subject: Re: Maybe a blue hell solution?
Posted by StealthEye on Fri, 08 Jun 2007 09:46:01 GMT

The point of the boxes is that they are easy (relatively) to check collisions with. Mesh collisions are harder and require more cpu time.

The push/kill thing is interesting, I have little experiance with them, what do those settings actually do? Kill the other object when colliding / pushing the object away when colliding? Push actually works better than kill (in not getting blue hell that is)?

Viking, You don't even enter blue hell if you get killed in it, then you just respawn directly. It is a form of blue hell (the same bug probably) but it isn't seen as such.

Subject: Re: Maybe a blue hell solution?
Posted by Veyrdite on Mon, 11 Jun 2007 03:34:32 GMT

how bout a speed detector, that if you are going faster than posssible in renvehs you die.
for helicopters you can really make a slightly more complex worldbox that is thinner at the tail.
the other box ithink is called a bounding box.

what if someone made a veh, exported it without its worldbox, then exported the worldbox seperately, and then used a script to make it have the exact coords of the veh, then if it goes flying further than 5m away from the veh its deleted and another is created and attached to the veh coords.

Subject: Re: Maybe a blue hell solution?
Posted by Viking on Mon, 11 Jun 2007 03:43:41 GMT
View Forum Message <> Reply to Message

Someone needs to just export a vehic like the humvee with no world/boundin box and see what happens in game?

Subject: Re: Maybe a blue hell solution?
Posted by Jerad2142 on Mon, 11 Jun 2007 05:05:56 GMT
View Forum Message <> Reply to Message

Make a new script that detects if a vehicle continues to go in a certain direction for so long that it will destroy it (this would be attached to the vehicle).

Subject: Re: Maybe a blue hell solution?
Posted by Viking on Mon, 11 Jun 2007 07:00:16 GMT
View Forum Message <> Reply to Message

So I was doing single player and...

YOU CAN GO TO BLUE HELL IN SINGLE PLAYER!!!

I was in a mammie and a nod buggy drove into me than it said "you are dead" so I am guessing it was blue hell...

Subject: Re: Maybe a blue hell solution?
Posted by Jerad2142 on Tue, 12 Jun 2007 07:48:50 GMT
View Forum Message <> Reply to Message

Viking wrote on Mon, 11 June 2007 01:00So I was doing single player and...

YOU CAN GO TO BLUE HELL IN SINGLE PLAYER!!!

I was in a mammie and a nod buggy drove into me than it said "you are dead" so I am guessing it was blue hell...
Ha, it was probably a cinematic buggy (sometimes they have kill on collision enabled).