
Subject: Recommended Fixes

Posted by [trooprm02](#) on Sat, 28 Jun 2008 15:52:34 GMT

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Ok, so going to run a few things through that I didn't read people talking about fixing but should be done:

General:

- No fall damage glitch
- Self repair glitch
- ref hoping

Map Fixes:

-Islands, actually block the b2b (gunner can still hit hon from base, and make those red blockers clear please).

-Walls fly, getting inside the WF. block getting apc+mrl (can hit hon) on the wall (gdi side)

-Glacier flying, alot of things, but mainly the under map thing, the gdi over map thing.

-Field, 1 man hops, which everyone said it was impossible when I brought it up.

-City fly, looking thro WF glitch. getting on pp front (gdi+nod), hovering over barr walls.

-Canyon, jumping down from bunker thing. 1 spot where you are above the map (pillar), spot infront of hon high up.

-Mesa, vechiles over wall, other side inf can ob walk. nod can walk to ref.

^^Those are all that come to my head. How would map fixes be implemtened anyway? If it were to be a seperate file addon, could people just tamper with it?

Also, what about things like the points fix, and how much damage ramjet does to light armor vechs? Will it be reduced and the points fix made mandatory?

Subject: Re: Recommended Fixes

Posted by [IronWarrior](#) on Sat, 28 Jun 2008 15:59:35 GMT

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I don't see why Islands should have blockers on.

Subject: Re: Recommended Fixes

Posted by [Dave Anderson](#) on Sat, 28 Jun 2008 16:08:12 GMT

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I think it is stupid that blockers were added in the first place.

Subject: Re: Recommended Fixes

Posted by [trooprm02](#) on Sat, 28 Jun 2008 16:16:27 GMT

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IronWarrior wrote on Sat, 28 June 2008 10:59I don't see why Islands should have blockers on.

So GDI should be able to b2b?

Subject: Re: Recommended Fixes

Posted by [jonwil](#) on Sat, 28 Jun 2008 16:18:13 GMT

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No falling damage glitch (where you dont get falling damage when an animation such as a taunt is playing on a soldier) wont be fixed in 4.0. However there are functions in 4.0 to find out if a soldier is falling and using those, changes can be made to e.g. SSGM so that it wont allow a taunt to play if you are falling.

No idea about the other stuff

Subject: Re: Recommended Fixes

Posted by [EvilWhiteDragon](#) on Sat, 28 Jun 2008 16:59:53 GMT

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jonwil wrote on Sat, 28 June 2008 18:18No falling damage glitch (where you dont get falling damage when an animation such as a taunt is playing on a soldier) wont be fixed in 4.0. However there are functions in 4.0 to find out if a soldier is falling and using those, changes can be made to e.g. SSGM so that it wont allow a taunt to play if you are falling.

No idea about the other stuff

The falling and no damage thing, isn't that a SSGM glitch? As afaik it only happens when you do certain things. (No, I will not tell them in public.)

Subject: Re: Recommended Fixes

Posted by [IronWarrior](#) on Sat, 28 Jun 2008 17:28:09 GMT

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trooprm02 wrote on Sat, 28 June 2008 11:16IronWarrior wrote on Sat, 28 June 2008 10:59I don't see why Islands should have blockers on.

So GDI should be able to b2b?

Yes, since the map was designed like that, if you so worried about people base to basing, then

grap a sniper and shoot them from the walls.

Through, I wouldn't allow b2b with vehicles, that is gay.

Subject: Re: Recommended Fixes

Posted by [mr£Ä\\$Ä-z](#) on Sat, 28 Jun 2008 17:37:38 GMT

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trooprm02 wrote on Sat, 28 June 2008 11:16IronWarrior wrote on Sat, 28 June 2008 10:59I don't see why Islands should have blockers on.

So GDI should be able to b2b?

Just get a Server + Level Edit and the Problem is fixed

Subject: Re: Recommended Fixes

Posted by [Chuck Norris](#) on Sat, 28 Jun 2008 18:19:28 GMT

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Speaking of level fixes, in some levels, you can't damage buildings but still hit them. It happens when you're not at roughly the same height/elevation level as the building you're hitting. Offhand, examples that come to mind are on Mesa, when hitting the barracks or Hand of Nod from the cave bridge, or hitting the Power Plant or Airstrip from the sides. On Walls, there are spots where NOD can't hit the barracks from the top of the cliff with a rocket soldier, but GDI can hit the Hand of Nod that way. Surely these effects weren't intentional if aircraft can hit and damage buildings while not being on the same elevation, so it must be a bug?

Subject: Re: Recommended Fixes

Posted by [IronWarrior](#) on Sat, 28 Jun 2008 18:43:18 GMT

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Chuck Norris wrote on Sat, 28 June 2008 13:19Speaking of level fixes, in some levels, you can't damage buildings but still hit them. It happens when you're not at roughly the same height/elevation level as the building you're hitting. Offhand, examples that come to mind are on Mesa, when hitting the barracks or Hand of Nod from the cave bridge, or hitting the Power Plant or Airstrip from the sides. On Walls, there are spots where NOD can't hit the barracks from the top of the cliff with a rocket soldier, but GDI can hit the Hand of Nod that way. Surely these effects weren't intentional if aircraft can hit and damage buildings while not being on the same elevation, so it must be a bug?

Yeah, that needs to be fixed.

Subject: Re: Recommended Fixes

Posted by [_SSnipe_](#) on Sat, 28 Jun 2008 18:50:29 GMT

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IronWarrior wrote on Sat, 28 June 2008 11:43Chuck Norris wrote on Sat, 28 June 2008 13:19Speaking of level fixes, in some levels, you can't damage buildings but still hit them. It happens when you're not at roughly the same height/elevation level as the building you're hitting. Offhand, examples that come to mind are on Mesa, when hitting the barracks or Hand of Nod from the cave bridge, or hitting the Power Plant or Airstrip from the sides. On Walls, there are spots where NOD can't hit the barracks from the top of the cliff with a rocket soldier, but GDI can hit the Hand of Nod that way. Surely these effects weren't intentional if aircraft can hit and damage buildings while not being on the same elevation, so it must be a bug?

Yeah, that needs to be fixed.

Subject: Re: Recommended Fixes

Posted by [jnz](#) on Sat, 28 Jun 2008 19:25:13 GMT

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The only way to fix that is make building damage client side.

EDIT: Without major changes to the netcode, it happens because the server thinks you are in or aiming at a different place.

Go on hourglass and try and hit Nod's base by wallhugging at the top of the hill.

Subject: Re: Recommended Fixes

Posted by [Genesis2001](#) on Sat, 28 Jun 2008 21:03:35 GMT

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IronWarrior wrote on Sat, 28 June 2008 11:43Chuck Norris wrote on Sat, 28 June 2008 13:19Speaking of level fixes, in some levels, you can't damage buildings but still hit them. It happens when you're not at roughly the same height/elevation level as the building you're hitting. Offhand, examples that come to mind are on Mesa, when hitting the barracks or Hand of Nod from the cave bridge, or hitting the Power Plant or Airstrip from the sides. On Walls, there are spots where NOD can't hit the barracks from the top of the cliff with a rocket soldier, but GDI can hit the Hand of Nod that way. Surely these effects weren't intentional if aircraft can hit and damage buildings while not being on the same elevation, so it must be a bug?

Yeah, that needs to be fixed.

Subject: Re: Recommended Fixes

Posted by [trooprm02](#) on Sat, 28 Jun 2008 21:09:30 GMT

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EvilWhiteDragon wrote on Sat, 28 June 2008 11:59jonwil wrote on Sat, 28 June 2008 18:18No falling damage glitch (where you dont get falling damage when an animation such as a taunt is playing on a soldier) wont be fixed in 4.0. However there are functions in 4.0 to find out if a soldier is falling and using those, changes can be made to e.g. SSGM so that it wont allow a taunt to play if you are falling.

No idea about the other stuff

The falling and no damage thing, isn't that a SSGM glitch? As afaik it only happens when you do certain things. (No, I will not tell them in public.)

Deermmm, nah its related to core patch 2. It does have something to do with those animations (num pad), won't say too much, but its been around since that, nobody knew about it till a few months ago.

@JW, so what you are saying is that it is impossible to fix? But instead you can only detect it? Im sure there has to be a way, by editing it a bit.....

@ironwarrior, it was not intended to be able to do that, its very hard even for the average player to snipe someone from that hole or w/e. And Im sure people will agree the idea behind base attacks people won't agree with (you cant get hit), so even if it was intended, its our job to fix it.

Subject: Re: Recommended Fixes

Posted by [nikki6ixx](#) on Sat, 28 Jun 2008 21:31:24 GMT

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Yeah, if something can be done about the CP2 animation glitch, that'd be totally awesome.

Subject: Re: Recommended Fixes

Posted by [Ghostshaw](#) on Sat, 28 Jun 2008 22:18:18 GMT

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Actually those animations are server sided and can be removed on the server.

Subject: Re: Recommended Fixes

Posted by [trooprm02](#) on Sun, 29 Jun 2008 00:29:36 GMT

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Ghostshaw wrote on Sat, 28 June 2008 17:18Actually those animations are server sided and can be removed on the server.

Yes, but related to CP2, not ssgm. If the server has the CP1+2 Patch, and the client does aswell, then it works. There is no current way (to my knowledge) of blocking those animations, so it would be in the fix which is what im guess you mean? But I don't think completely removing all the animations is the best step, there has to be a way just to change/edit them to make sure that glitch doesn't work anymore with them.

Subject: Re: Recommended Fixes
Posted by [Craziac](#) on Sun, 29 Jun 2008 05:23:21 GMT
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Quote from Ghostshaw:Actually those animations are server sided and can be removed on the server.

Quote from trooprm02:There is no current way (to my knowledge) of blocking those animations, so it would be in the fix which is what im guess you mean?

IIRC, you can just remove all the:
Commands->Attach_Script(obj,"MDB_Taunt_Key","Taunt1,h_a_a0a0_l12");
To disallow taunting. Then the Client (with or without CP1/2) cannot do them.

Though you're right, it's a bit extreme.

Subject: Re: Recommended Fixes
Posted by [Ghostshaw](#) on Sun, 29 Jun 2008 08:58:00 GMT
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Yeap thats what we did on BI.

Subject: Re: Recommended Fixes
Posted by [StealthEye](#) on Sun, 29 Jun 2008 18:43:36 GMT
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SSGM will be able to fix this by not allowing the taunts while in air. If you are not in air however it would still work. TT provides a way for SSGM to do this, TT can not fix the problem that causes the falling damage not to occur.

Subject: Re: Recommended Fixes
Posted by [KobraOps](#) on Mon, 30 Jun 2008 16:20:50 GMT
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Dont know if this is just a bug for me or an actual problem but when im in a med or an arty usually with someone in the passenger seat my turret and reticle will sometimes glitched like they are controlling it or making it movie slightly. Dont know if that fixable though :/

Subject: Re: Recommended Fixes
Posted by [Goztow](#) on Mon, 30 Jun 2008 18:36:05 GMT

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I got the impression BIATCH introduced that bug, actually :-S.

Subject: Re: Recommended Fixes

Posted by [StealthEye](#) on Mon, 30 Jun 2008 18:42:53 GMT

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That reminds me, I need to check whether the fix I wrote for it a while ago is actually working. Thanks.

(So the answer to your question is: yes we will probably have it fixed)

Subject: Re: Recommended Fixes

Posted by [Memphis](#) on Tue, 01 Jul 2008 21:18:55 GMT

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Chuck Norris wrote on Sat, 28 June 2008 19:19 Speaking of level fixes, in some levels, you can't damage buildings but still hit them. It happens when you're not at roughly the same height/elevation level as the building you're hitting. Offhand, examples that come to mind are on Mesa, when hitting the barracks or Hand of Nod from the cave bridge, or hitting the Power Plant or Airstrip from the sides. On Walls, there are spots where NOD can't hit the barracks from the top of the cliff with a rocket soldier, but GDI can hit the Hand of Nod that way. Surely these effects weren't intentional if aircraft can hit and damage buildings while not being on the same elevation, so it must be a bug?

Had to quote this because it has been annoying me for years

Subject: Re: Recommended Fixes

Posted by [EvilWhiteDragon](#) on Wed, 02 Jul 2008 11:48:50 GMT

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Memphis wrote on Tue, 01 July 2008 23:18 Chuck Norris wrote on Sat, 28 June 2008 19:19 Speaking of level fixes, in some levels, you can't damage buildings but still hit them. It happens when you're not at roughly the same height/elevation level as the building you're hitting. Offhand, examples that come to mind are on Mesa, when hitting the barracks or Hand of Nod from the cave bridge, or hitting the Power Plant or Airstrip from the sides. On Walls, there are spots where NOD can't hit the barracks from the top of the cliff with a rocket soldier, but GDI can hit the Hand of Nod that way. Surely these effects weren't intentional if aircraft can hit and damage buildings while not being on the same elevation, so it must be a bug?

Had to quote this because it has been annoying me for years

We (well, BI at least) have noticed that quite some time ago, but we have yet to find what's causing this. So unless someone has any clue about how and why this may happen, it is probably not fixed in TT.

Subject: Re: Recommended Fixes
Posted by [KobraOps](#) on Wed, 02 Jul 2008 17:12:50 GMT
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Memphis wrote on Tue, 01 July 2008 16:18Chuck Norris wrote on Sat, 28 June 2008 19:19Speaking of level fixes, in some levels, you can't damage buildings but still hit them. It happens when you're not at roughly the same height/elevation level as the building you're hitting. Offhand, examples that come to mind are on Mesa, when hitting the barracks or Hand of Nod from the cave bridge, or hitting the Power Plant or Airstrip from the sides. On Walls, there are spots where NOD can't hit the barracks from the top of the cliff with a rocket soldier, but GDI can hit the Hand of Nod that way. Surely these effects weren't intentional if aircraft can hit and damage buildings while not being on the same elevation, so it must be a bug?

Had to quote this because it has been annoying me for years

On mesa you can hit wf,bar, and hon you just have to know how to do it :/

Subject: Re: Recommended Fixes
Posted by [Chuck Norris](#) on Wed, 02 Jul 2008 20:06:44 GMT
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Perhaps, and I was waiting for someone to say that, but there shouldn't have to be be "knowing how to do it". It should be "I'm hitting a building so it should be getting damaged, period".

Maybe try asking WhiteDragon from Black-Cell? I don't say for sure if he knows what causes it, but I remember an issue was brought up on their forums and he mentioned sometimes buildings won't calculate damage if the warhead is coming from a different elevation, or something like that.

Subject: Re: Recommended Fixes
Posted by [StealthEye](#) on Thu, 03 Jul 2008 09:43:25 GMT
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I've added this to the TODO list.
