Subject: Tanks
Posted by _SSnipe_ on Sat, 19 Jul 2008 18:52:43 GMT
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think you guys will make it so you can walk and stand on top of tanks?

Subject: Re: Tanks
Posted by Starbuzzz on Sat, 19 Jul 2008 19:05:58 GMT
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Hope not...it will change the gameplay by too much.

Subject: Re: Tanks
Posted by u6795 on Sat, 19 Jul 2008 19:30:26 GMT
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I think this would be cool, but might be a little insanely difficult. The problem is related to worldboxes, and worldboxes are evil.

Also, this could bring human shield to a whole new meaning.. *imagines a mammoth tank covered in GDI soldiers*

Subject: Re: Tanks
Posted by _SSnipe_ on Sat, 19 Jul 2008 20:15:15 GMT
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u6795 wrote on Sat, 19 July 2008 12:30I think this would be cool, but might be a little insanely difficult. The problem is related to worldboxes, and worldboxes are evil.

Also, this could bring human shield to a whole new meaning.. *imagines a mammoth tank covered in GDI soldiers*
i think it will be cool..also help jump over and run off tanks instead of going around.. and also more real like it should

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Subject: Re: Tanks
Posted by BlueThen on Sat, 19 Jul 2008 20:15:37 GMT
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Well, being in a permanently falling stage whenever your on a tank seems more like a glitch to me.

Subject: Re: Tanks
Posted by _SSnipe_ on Sat, 19 Jul 2008 20:24:10 GMT
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BlueThen wrote on Sat, 19 July 2008 13:15Well, being in a permanently falling stage whenever your on a tank seems more like a glitch to me.
well if u jump...or run and jump and edn up landing on one or fall...u jsut freeze and move slowly and cant defend urself untill u slowly fall off a whiles later

Subject: Re: Tanks
Posted by sadukar09 on Sat, 19 Jul 2008 21:24:45 GMT
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...Sitting on Tanks in real life=Stupid. Tank struck by shell, you=dead. Or, if you fall off, you get injured ungodly.

Subject: Re: Tanks
Posted by StealthEye on Sat, 19 Jul 2008 21:35:34 GMT
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The way it is now is a glitch anyway. Probably not one we will fix though.

Subject: Re: Tanks
Posted by liquidv2 on Sat, 19 Jul 2008 21:38:01 GMT
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why not
sometimes i'll get out of a tank and get the falling animation

how long does it take to fall down a foot? obviously long enough for spoony's orca to kill my raveshaw while he's falling down suspended on the back of my light tank for two seconds

Subject: Re: Tanks
Posted by Ghostshaw on Sat, 19 Jul 2008 21:50:33 GMT
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The problem is quite frankly that in renegade vehicle->infantry collisions are fucked up. Fixing it would mean a major overhaul in the physics engine most likely.

Subject: Re: Tanks
Posted by _SSnipe_ on Sat, 19 Jul 2008 21:58:42 GMT
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Ghostshaw wrote on Sat, 19 July 2008 14:50The problem is quite frankly that in renegade vehicle->infantry collisions are fucked up. Fixing it would mean a major overhaul in the physics engine most likely.
better get to work it s patch right....never heard of a patch leaving glitches in

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Subject: Re: Tanks
Posted by Caveman on Sat, 19 Jul 2008 22:06:02 GMT
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SSnipe wrote on Sat, 19 July 2008 22:58Ghostshaw wrote on Sat, 19 July 2008 14:50The problem is quite frankly that in renegade vehicle->infantry collisions are fucked up. Fixing it would mean a major overhaul in the physics engine most likely.
better get to work it s patch right....never heard of a patch leaving glitches in

I do hope you're joking because if not that sounds really ungrateful.

Subject: Re: Tanks
Posted by TruYuri on Sat, 19 Jul 2008 22:10:01 GMT
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Caveman wrote on Sat, 19 July 2008 17:06SSnipe wrote on Sat, 19 July 2008 22:58Ghostshaw wrote on Sat, 19 July 2008 14:50The problem is quite frankly that in renegade vehicle->infantry collisions are fucked up. Fixing it would mean a major overhaul in the physics engine most likely.
better get to work it s patch right....never heard of a patch leaving glitches in

I do hope you're joking because if not that sounds really ungrateful.

Not only that, but from the sounds of it he knows absolutely nothing of the engine. It has been said many, many times that the physics cannot be touched without the source code. Why after so many years people still don't know this is entirely beyond me.

Subject: Re: Tanks
Posted by _SSnipe_ on Sat, 19 Jul 2008 22:22:54 GMT
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Caveman wrote on Sat, 19 July 2008 15:06SSnipe wrote on Sat, 19 July 2008 22:58Ghostshaw wrote on Sat, 19 July 2008 14:50The problem is quite frankly that in renegade vehicle->infantry collisions are fucked up. Fixing it would mean a major overhaul in the physics engine most likely.
better get to work it s patch right....never heard of a patch leaving glitches in

I do hope you're joking because if not that sounds really ungrateful.
i am joking lol but wish they can fix it

Subject: Re: Tanks
Posted by KobraOps on Sun, 20 Jul 2008 01:55:50 GMT
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Tbh stop coming up with stupid things for them to "fix" that would just take way more time than it would be worth and wouldnt help the game, but probably hurt it. Also directed anything to deal with music or radio....

Subject: Re: Tanks
Posted by _SSnipe_ on Sun, 20 Jul 2008 02:30:13 GMT
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music one i understand but the rest are glitches that need fixing

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Subject: Re: Tanks
Posted by cmatt42 on Sun, 20 Jul 2008 04:03:12 GMT
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Why bother fixing what rarely happens anyway?

Subject: Re: Tanks
Posted by Goztow on Sun, 20 Jul 2008 10:53:47 GMT
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cmatt42 wrote on Sun, 20 July 2008 06:03Why bother fixing what rarely happens anyway?
It happens quite often to me, actually :-S.

Subject: Re: Tanks
Posted by Chuck Norris on Sun, 20 Jul 2008 16:06:13 GMT
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Goztow wrote on Sun, 20 July 2008 06:53cmatt42 wrote on Sun, 20 July 2008 06:03Why bother fixing what rarely happens anyway?
It happens quite often to me, actually :-S.
Same here, and I always wondered what caused it, but now I know. I noticed it's more likely to happen to a passenger (such as a tech in your Arty when he hops out to repair as you're moving while fighting a Medium Tank or something), but I try to always make sure I've stopped before

getting out as it doesn't seem to happen much then.

Subject: Re: Tanks
Posted by Jamie or NuneGa on Sun, 20 Jul 2008 17:19:28 GMT
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It occurs with nod apcs a lot, can cost you the fight sometimes.

Subject: Re: Tanks
Posted by StealthEye on Sun, 20 Jul 2008 17:44:44 GMT
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Ehm? You are talking about actually standing on top of it, right? Not inside it? Because problem with standing inside a vehicle after entering/leaving has been solved already.

This chance may or may not be possible with the current knowledge about the Renegade engine, but it would probably take weeks to figure out this single thing. I do not think it is worth spending that much time on. Note that some physics things we can change. Blue hell being the most annoying physics bug we fixed.

Subject: Re: Tanks
Posted by _SSnipe_ on Sun, 20 Jul 2008 18:55:49 GMT
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well i mean when u someone fall ontop of a vech or get stuck on side or top u play this wierd animation and cant move till u fall off and shit

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Subject: Re: Tanks
Posted by KobraOps on Mon, 21 Jul 2008 00:33:59 GMT
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Ohhhhh

You mean when you jump in and out of a veh quickly, espically NOD apcs, and u hover for a couple seconds on or beside the veh? That would be a nice fix.

Subject: Re: Tanks
Posted by StealthEye on Mon, 21 Jul 2008 10:49:10 GMT
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No, we're not talking about that bug. That bug has been fixed already.

This bug is about standing on top of a vehicle, where you can only move if the vehicle is not moving at all or when the vehicle drives away so that you drop to the ground. You will continue to get the falling animation otherwise and will be unable to move. This bug will most probably not be fixed.

Subject: Re: Tanks
Posted by Renerage on Tue, 22 Jul 2008 08:32:03 GMT
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Thanks EA for being so greedy and unable to wait for the original Westwood guys to fix the bugs.

Subject: Re: Tanks
Posted by KobraOps on Tue, 22 Jul 2008 21:33:15 GMT
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EA wasnt a part of Renegade when it came out, and i would doubt that they would bother to try to fix it after all these years. Im suprised enough that they sponser the cw.cc league.

Subject: Re: Tanks
Posted by Goztow on Wed, 23 Jul 2008 06:15:19 GMT
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Renerage wrote on Tue, 22 July 2008 10:32Thanks EA for being so greedy and unable to wait for the original Westwood guys to fix the bugs.

You need to take in mind the original context obviously.