Subject: Odd vehicle nod glitch
Posted by Foxtrot on Sun, 05 Oct 2008 00:52:27 GMT

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Hey, If this is old news, or already discussed sorry but I don't hear other people with this exact problem. What the SS below is showing is what happened when I got in a vehicle. As soon as I did the vechile vanished, and blue screen of death occurred, when I exited I was fine, the vech was gone and I couldn't fire until I restarted the game. This is an issue because it happens about 1 of every 10 times but only with nod.

File Attachments
1) ss.jpg, downloaded 788 times

Subject: Re: Odd vehicle nod glitch
Posted by Craziac on Sun, 05 Oct 2008 01:12:51 GMT

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IIRC this is caused by the Blue Hell glitch which is already corrected.

Subject: Re: Odd vehicle nod glitch
Posted by Jamie or NuneGa on Sun, 05 Oct 2008 14:20:20 GMT

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yea, this has been discussed and hopefully they are gonna fix it. You were probably misled by the name but most people refer to this as blue hell, but sometimes it is grey.

If you get the glitch rejoin the server to fix it.

Subject: Re: Odd vehicle nod glitch
Posted by Veyrdite on Mon, 06 Oct 2008 05:38:45 GMT

The colour is determined by the sky colour below the map. Blue hell is simply when the game has a server/client collision issue and makes the vehicle propel itself with exhilarating speeds down under the map. Because it is going so fast, it skips the death-zone under the map and just keeps going.

You can simulate this by editing your vehicle stats when hosting a one-player game (console command edit_vehicle) and settings the aero-dynamic drag to a negative number and driving downhill.

EDIT: Rector st?

Subject: Re: Odd vehicle nod glitch
Posted by bisen11 on Mon, 06 Oct 2008 06:17:36 GMT

Yah, sometimes vehicles can be really weird. Here's my strangest one. If i remember right I was messing with a moby and pushing him against the agt with my apc and next thing i knew I was up there and my apc died.

Subject: Re: Odd vehicle nod glitch
Posted by StealthEye on Mon, 06 Oct 2008 15:19:43 GMT

Blue hell is actually when you are high in the sky, not if you are below the map. If you are below a certain limit, you will respawn.

The last screenshot is probably blue hell as well, but just the improbable case that you are not actually that high in the sky so that you can still see the map. With blue hell you usually end up about a million times as far away as you are on that screenshot, hence the only thing you see is the usually blue sky.

Subject: Re: Odd vehicle nod glitch
Posted by Veyrdite on Tue, 07 Oct 2008 04:41:44 GMT
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I was told by crimson a while back it was below the death zone under the map, hence why if you get out of your vehicle you'll keep falling forever.

Subject: Re: Odd vehicle nod glitch
Posted by _SSnipe_ on Tue, 07 Oct 2008 05:39:59 GMT
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i love the fact this glitch will soon be gone

Subject: Re: Odd vehicle nod glitch
Posted by StealthEye on Tue, 07 Oct 2008 10:53:31 GMT
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Well, there is no death zone as such. It just checks the Z position. If it's below a certain limit the object (player/vehicle) will die. Hence there is no way to be below that level and not get killed. But yeah, it doesn't really matter now it's fixed.