Subject: Quick question...
Posted by ChewML on Sat, 17 Jan 2009 02:28:00 GMT
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I saw on the fix list it said, "A fix for C4 disappearing if attached to a vehcle".

Does that also apply to it being attached directly to a character?

I figured yes, but just wanted to clerify because the wording.

Subject: Re: Quick question...
Posted by StealthEye on Sat, 17 Jan 2009 10:25:01 GMT
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Yep, you figured right. The same fix should apply. Sorry for the list not being entirely clear.

Subject: Re: Quick question...
Posted by ErroR on Sun, 18 Jan 2009 11:07:38 GMT
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don't want to create a separate topic, but you can detonate remotes using mines or times (right click), example u throw some remotes, buy a sniper (w/e) and can detonate them   is it fixable?

Subject: Re: Quick question...
Posted by Hitman on Sun, 18 Jan 2009 12:00:53 GMT
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ErroR wrote on Sun, 18 January 2009 05:07don't want to create a separate topic, but you can detonate remotes using mines or times (right click), example u throw some remotes, buy a sniper (w/e) and can detonate them   is it fixable?
...it isnt 'fixable' cause it was intended

Subject: Re: Quick question...
Posted by ErroR on Sun, 18 Jan 2009 12:07:22 GMT
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Hitman wrote on Sun, 18 January 2009 14:00ErroR wrote on Sun, 18 January 2009 05:07don't want to create a separate topic, but you can detonate remotes using mines or times (right click), example u throw some remotes, buy a sniper (w/e) and can detonate them   is it fixable?
...it isnt 'fixable' cause it was intended

Subject: Re: Quick question...
Posted by rhuarc on Sun, 18 Jan 2009 17:28:06 GMT
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real life you wouldnt be able to detonate it with a weapon ;X

dunno if its on the list on another line or what, but what about mines going through the ground on like glacier?

Subject: Re: Quick question...
Posted by StealthEye on Sun, 18 Jan 2009 17:30:46 GMT
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Glacier bug is fixed.

Subject: Re: Quick question...
Posted by RTsa on Sun, 18 Jan 2009 17:39:56 GMT
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Since this thread is about C4 bugs..have you fixed the bug where you throw a timed c4 somewhere (on MCT, for example) and it cannot be disarmed? Rare bug, but sometimes might even cost a game.
(I'm thinking the C4 for some reason goes inside the object it's thrown on, but not sure..)

Subject: Re: Quick question...
Posted by ErroR on Sun, 18 Jan 2009 18:14:39 GMT
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RTsa wrote on Sun, 18 January 2009 19:39Since this thread is about C4 bugs..have you fixed the bug where you throw a timed c4 somewhere (on MCT, for example) and it cannot be disarmed? Rare bug, but sometimes might even cost a game.
(I'm thinking the C4 for some reason goes inside the object it's thrown on, but not sure..)
it happened to me some time ago (maybe a week) it was on mtc and could not be targeted.. we lost hon..

Subject: Re: Quick question...
Posted by EvilWhiteDragon on Sun, 18 Jan 2009 18:42:31 GMT
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RTsa wrote on Sun, 18 January 2009 18:39Since this thread is about C4 bugs..have you fixed the bug where you throw a timed c4 somewhere (on MCT, for example) and it cannot be disarmed?

Rare bug, but sometimes might even cost a game.
(I'm thinking the C4 for some reason goes inside the object it's thrown on, but not sure..)
That depends on the angle it was thrown on. At some place it is possible to place the C4 under the normal outside skin of the MCT. If you repair it from the same angle it was thrown on, then you can disarm it.

About fixing this, I don't know if it will be done, but I do know that some tt members already talked about this.

Subject: Re: Quick question...
Posted by Hitman on Sun, 18 Jan 2009 19:28:03 GMT
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i've had this glitch a few times... when i run into a building and c4 the side of the mct it just goes str8 into the mct not able to be seen/disarmed lol... it still does 200 dmg tho ;/

Subject: Re: Quick question...
Posted by StealthEye on Sun, 18 Jan 2009 21:39:01 GMT
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I have yet to see a case where you can really not disarm the C4 from a specific angle in the current TT build. It is true that it is very hard to disarm it sometimes though, I can not fully explain this. TT already fixed a bug where the C4 position is not 100% accurate, perhaps that fixes the normal cases, but it might not... It could help if there is some more detailed information, like: does this happen on all MCTs, on one building's MCT or on specific maps (or even combinations of buildings and maps). Is there a way to reproduce it? Does it happen in a LAN/WOL game you host ingame? Does it happen for anything other than a MCT?

Answers to those questions don't necessarily mean it can be fixed, it's not an easy bug to fix, but it can help to find the cause and/or a solution.

Subject: Re: Quick question...
Posted by Caveman on Sun, 18 Jan 2009 21:53:17 GMT
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Well I can get the timed c4 on the MCT in the Hand on city flying so it cannot be disarmed no matter what angle, first person mode, 3rd person mode.

Subject: Re: Quick question...
Posted by reborn on Sun, 18 Jan 2009 22:05:37 GMT
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There's a little thing that looks like glass over the MCT, this was thought to be the cause of C4's getting stuck.
If you need someone to fix the maps then speak to Zunnie.
He's the original core-patch map fix guy, and the dude you need to speak to about fixing this problem.

Subject: Re: Quick question...
Posted by StealthEye on Mon, 19 Jan 2009 15:56:03 GMT
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Yesterday Caveman and I tested some things and I have an idea what the problem is caused by (thanks again Cave). If what I found yesterday does not happen to be the cause I'll contact Zunnie and ask him whether he has more info. Thanks for the hint.

Subject: Re: Quick question...
Posted by Caveman on Mon, 19 Jan 2009 15:58:32 GMT
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With what we found yesterday we also found that ren has its own built in wall hack

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Subject: Re: Quick question...
Posted by CarrierII on Tue, 20 Jan 2009 18:14:40 GMT
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Not quite as awesome as the fact that the client seems to calculate and send its own data about its own shadow, meaning that if you have wall hacks, and stand in certain places in buildings on some maps, your shadow goes through the wall.

Subject: Re: Quick question...
Posted by RTsa on Tue, 20 Jan 2009 22:43:55 GMT
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CarrierII wrote on Tue, 20 January 2009 20:14Not quite as awesome as the fact that the client seems to calculate and send its own data about its own shadow, meaning that if you have wall hacks, and stand in certain places in buildings on some maps, your shadow goes through the wall.

You mean it shows going through the wall for other players as well?

Talk about cheat detecting.

Subject: Re: Quick question...
Posted by CarrierII on Wed, 21 Jan 2009 09:59:31 GMT
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Yes, I have a screenshot somewhere, when a fellow mod and I were taking screenshots to teach newer moderators what to look for...