
Subject: 2 funny glitches

Posted by [jnz](#) on Mon, 02 Feb 2009 12:23:44 GMT

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There's a glitch where a player seems to play the crouch animation very very fast, they look like they're vibrating.

I've mistaken this many many times for an SBH walking or jumping in snow and killed them from quite far away.

My second one is quite serious, this is probably hard to repeat as it's quite random. I don't mind taking a video if you wish.

I generally spend a lot of time sniping in tunnels for a quick game, when I die, and run back I sometimes see players walking into walls or running into my base. Instinctively I shoot at them, and sometimes kill them. If usually as soon as I do this they warp back to wherever they are, and if I kill them. It looks like I'm spectating or wall hacking. Hex can vouch for this, I've done this with a shotgun and had BIATCH give the out of range warning for 70 meters! I don't have a perticular slow connection and my ping is always lower than 100. I always set my connection speed in ren to T1.

Subject: Re: 2 funny glitches

Posted by [Goztow](#) on Mon, 02 Feb 2009 12:39:04 GMT

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2. often happens with harv.

Subject: Re: 2 funny glitches

Posted by [ErroR](#) on Mon, 02 Feb 2009 12:45:16 GMT

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never saw that happen to harv, but i hate being killed like that around the corner, i think it's lag

Subject: Re: 2 funny glitches

Posted by [Genesis2001](#) on Mon, 02 Feb 2009 14:12:10 GMT

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Goztow wrote on Mon, 02 February 2009 05:39. often happens with harv.

Yea, awesome harv glitch when it looks like it's in the field harvesting so I shoot at it then boom teleports back to their base

But it still gives "<team> Harvester is under attack!" sound

@#1 - I think I know what you mean, but it's hard to explain. :/

Subject: Re: 2 funny glitches
Posted by [Ghostshaw](#) on Mon, 02 Feb 2009 14:52:44 GMT
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The second one is caused by VIS. What happens basically is this.

You spawn and cannot see the person/vehicle. The server thus does not send network objects for that particular person/vehicle (because you don't care about the position). The person/vehicle then moves to some other spot (like the back of the base or something) while you move to a position where you can see the old position but now the new one. You will still see the vehicle/person there because you were unaware that he moved (due to lack of updates). Then when you shoot him the server does send you an update, since the object is important for you again.

Unfortunately I do not know whether we will be able to fix this.

Subject: Re: 2 funny glitches
Posted by [Caveman](#) on Mon, 02 Feb 2009 15:26:23 GMT
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Isn't this known as ghosting?

Also;

Dead middle

Subject: Re: 2 funny glitches
Posted by [ErroR](#) on Mon, 02 Feb 2009 15:31:14 GMT
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i sometimes happens when harv gets blu hell

Subject: Re: 2 funny glitches
Posted by [StealthEye](#) on Mon, 02 Feb 2009 15:33:30 GMT
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1. Do you mean the sniper jiggle thing? I have only seen this happen for snipers in scope, that bug has been fixed. If you mean something else please try to explain a little more.

2. This is like Ghost said. It's not easy to fix properly though.. Would be a good fix but I can't promise anything.

Subject: Re: 2 funny glitches
Posted by [RTsa](#) on Tue, 03 Feb 2009 06:33:50 GMT
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StealthEye wrote on Mon, 02 February 2009 17:33:2. This is like Ghost said. It's not easy to fix properly though.. Would be a good fix but I can't promise anything. Even if you can't fix the bug from happening, is it possible to fix the DAMAGE, which IMO is the important part about this.

Subject: Re: 2 funny glitches
Posted by [Ghostshaw](#) on Tue, 03 Feb 2009 11:32:45 GMT
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No.

Subject: Re: 2 funny glitches
Posted by [jnz](#) on Tue, 03 Feb 2009 12:14:21 GMT
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#1 looks like they are "half" crouching, but vibrating as well.

for #2 is it not possible to either disable it completely or maybe stop the client seeing them walking?

Subject: Re: 2 funny glitches
Posted by [Ghostshaw](#) on Tue, 03 Feb 2009 13:07:34 GMT
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Disabling it completely would cause massive lag, its there for a reason.

And we can't disable the client from seeing them walking cause the client wouldn't see anything at all then .

Anyway the best way would be for the server to also check the VIS lineup for the last send position or something. But that would be bloody complex and hard to implement.

Subject: Re: 2 funny glitches
Posted by [StealthEye](#) on Tue, 03 Feb 2009 17:01:51 GMT
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It's probably harder to fix only the damage than to fix the bug itself. Fixing symptoms oftenly introduces new bugs though, there's several "fixes" by westwood that prove this (think of vehicles

getting stuck near ladders for example). If it will be fixed, the actual problem will be solved. I have a few ideas but like I said earlier I'm not sure whether they will work well.
