Subject: Obelisk glitching / not hitting
Posted by RTsa on Sat, 25 Apr 2009 21:26:32 GMT
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Okay, so on quite a few maps you can avoid getting hit by the obelisk because it misses you and thus GDI can get in Nod buildings etc. It's mostly a problem with fanmaps, but maps like Under and City (&flying) are also affected.

So the obi sees you and shoots at you, but the way it works is that it traces a ray that only stops at map geometry (& vehicles too?) so basically, with infantry, the ray goes past you and hits the ground behind you. Now, if the obi is far enough away (or you're standing in the right place - map geometry wise or you jump at the right time), the splash center will be to far away and the radius will be too small to actually do damage to you.

What I'd like to see is for TT to fix this glitch, of course. I'm pretty sure at least most people agree that this is a bug that should be fixed. This does change the balance somewhat though as it'll be slightly harder for GDI to walk in Nod base on some maps in some places. What I propose is to make the whole Obi ray do the damage to anything it touches. As in, sort of a round tube - just like it should be. If it can be changed that is..

Either that, or make the ray trace work similarly to any other weapon - so that it also takes into account infantry.

Imagine the end to n00bs standing on the central hill on Hourglass just glitching the obi - they'll be surprised when the obi actually hits them.

Subject: Re: Obelisk glitching / not hitting
Posted by Jamie or NuneGa on Sat, 25 Apr 2009 22:27:49 GMT
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bi already did this I think so pretty sure it will be in the patch.

Most servers disallow glitching where the ob shoots but doesn't damage so it won't have that much effect on gameplay.

Subject: Re: Obelisk glitching / not hitting
Posted by Wiener on Sun, 26 Apr 2009 08:21:30 GMT
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think you misunderstood the post....

Agree on RTsa. I think its not meant to be that the obi doesn't kill you although it visually hits you. same goes for under when you walk from pp to ref along the maps end.

Subject: Re: Obelisk glitching / not hitting
Posted by RTsa on Sun, 26 Apr 2009 12:58:36 GMT
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Indeed. Sometimes the obi doesn't actually hit anything because the ray goes into the great void.

Nune, didn't know BI had already done that? How exactly does it work?

Subject: Re: Obelisk glitching / not hitting
Posted by Wiener on Sun, 26 Apr 2009 13:17:39 GMT
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think he was talking about the fix we have for the hourglass hill...

Subject: Re: Obelisk glitching / not hitting
Posted by EvilWhiteDragon on Sun, 26 Apr 2009 16:48:35 GMT
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Problem with making it a direct hit weapon would probably be that it would only kill 1 infantry, now it will kill 2 if they are close enough to each other. This also makes it harder to walk as an hottie between rushing vehicles, as you might be killed by splash damage. I think this is also true for vehicles being hit and nearby vehicles recieving damage.

Subject: Re: Obelisk glitching / not hitting
Posted by RTsa on Sun, 26 Apr 2009 17:00:16 GMT
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Nah, I didn't say make it a direct hit weapon (like pistol?). I just said make it stop at infantry as well. Still, at the point where it hits, you'd have the splash damage and thus it wouldn't alter the way it works too much.

Think of it as the way artilleries work. It can hit the infantry straight on, but it also splashes the surroundings when it does that. Well, that + it's instant like a sniper, for example. (& a whole lot more damage)

But like I had in the OP, the first thing you'd want to try is to make it damage stuff like a sort of round tube. The 2nd best thing would be to make the raycast detect infantry & stop there.

Subject: Re: Obelisk glitching / not hitting
Posted by RTsa on Sun, 26 Apr 2009 17:26:32 GMT
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I made three pics to better (?) show what I mean.

First is how it works right now, the ray is traced through the character and ends up in the ground, far enough away so it doesn't do damage.

Second picture shows what would happen if the ray trace also took into account characters. It'd become much more accurate against infantry - obviously. However, something that would be where I wrote the "SPLASH" in the first image would survive, and that might not be what we'd want.

Third picture shows (eh...kinda) what would be the ultimate (and most realistic too) solution: make the obelisk ray damage anything in its path. Thus killing both the mobius as well as someone standing behind him at the "SPLASH" spot of the first image.

(NOT like ramjet which only damages stuff in a straight line, rather something with a radius - a tube!)

PS - Pain(t) FTW!

Subject: Re: Obelisk glitching / not hitting
Posted by Jamie or NuneGa on Sun, 26 Apr 2009 17:56:01 GMT
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so you mean make it so one ray hits the infantry and the other 2 rays carry on past him to the ground?

Subject: Re: Obelisk glitching / not hitting
Posted by Genesis2001 on Sun, 26 Apr 2009 19:50:17 GMT
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RTsa wrote on Sun, 26 April 2009 10:26I made three pics to better (?) show what I mean.

First is how it works right now, the ray is traced through the character and ends up in the ground, far enough away so it doesn't do damage.

Second picture shows what would happen if the ray trace also took into account characters. It'd become much more accurate against infantry - obviously. However, something that would be where I wrote the "SPLASH" in the first image would survive, and that might not be what we'd want.

Third picture shows (eh...kinda) what would be the ultimate (and most realistic too) solution: make

the obelisk ray damage anything in its path. Thus killing both the mobius as well as someone standing behind him at the "SPLASH" spot of the first image.

(NOT like ramjet which only damages stuff in a straight line, rather something with a radius - a tube!)

PS - Pain(t) FTW!

I think it's perfectly balanced the way it is currently.

I'm sure this has been said before, probably time and time again ...

But,

GDI is tank-based. They don't really have elite infantry. Thus, the Obelisk is meant for tank destruction.

Nod is infantry-based. They don't have high-tech vehicles. Thus, the AGT is meant to take out these units (hence the chaingun).

=x

Subject: Re: Obelisk glitching / not hitting
Posted by RTsa on Sun, 26 Apr 2009 19:53:12 GMT
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No, Nune, that's not what I meant. The way it works is that it only has one ray. It's just graphics that there're 3. That doesn't have anything to do with the way the damage works.

Zack, yeah, it's balanced and this wouldn't really change it - simply fix a bug that's highly abusable on some maps.

Subject: Re: Obelisk glitching / not hitting
Posted by StealthEye on Mon, 27 Apr 2009 09:25:24 GMT
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I should be made to hit infantry. Making a tube as you suggest is probably not reasonably possible.

Subject: Re: Obelisk glitching / not hitting

Posted by [EvilWhiteDragon](#) on Mon, 27 Apr 2009 09:54:04 GMT
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StealthEye wrote on Mon, 27 April 2009 11:25I should be made to hit infantry. Making a tube as you suggest is probably not reasonably possible.
Only if you still have the area effect of it, otherwise it could do the obilisk more bad than good.

Subject: Re: Obelisk glitching / not hitting
Posted by [StealthEye](#) on Mon, 27 Apr 2009 12:41:46 GMT
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"area of effect"? You mean splash damage? The center position of the splash damage will change to the soldier body rather than the ground, but that's a difference you wouldn't even notice normally...

Subject: Re: Obelisk glitching / not hitting
Posted by [RTsa](#) on Mon, 27 Apr 2009 13:40:50 GMT
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StealthEye wrote on Mon, 27 April 2009 15:41"area of effect"? You mean splash damage? The center position of the splash damage will change to the soldier body rather than the ground, but that's a difference you wouldn't even notice normally...
True, and it should be the easiest solution to work out, too.

Getting the distance to a line is difficult? Because that's really the only thing needed to make it a tube. The math behind it is not that hard, but I don't know how Renegade engine works so it could end up really hard to do in practice.

But yeah, I'm perfectly happy if it's changed so that the splash center is changed to the position of the soldier's body.

Subject: Re: Obelisk glitching / not hitting
Posted by [Goztow](#) on Mon, 27 Apr 2009 14:40:37 GMT
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Would this solve the light pole discussion as well? (a)

Subject: Re: Obelisk glitching / not hitting
Posted by [RTsa](#) on Mon, 27 Apr 2009 15:00:56 GMT
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No, because it still wouldn't see the character behind the pole.

Subject: Re: Obelisk glitching / not hitting
Posted by The Party on Mon, 27 Apr 2009 15:51:52 GMT
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Test it in MP practiece and online, if you don't lag into the open, the ob still hits you from behind the pole. Plus in most servers where the other team is not total noobs, ob walking is near impossible.

Subject: Re: Obelisk glitching / not hitting
Posted by RTsa on Mon, 27 Apr 2009 16:40:04 GMT
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Tell me then, why is it possible to hide from the obi behind a lightpole?

edit: I got hit because obi works differently when testing stuff out and hosting a game for yourself compared to playing on an actual server - still, it's very much possible to hide behind one of those if you just know the spot to be at. The ray traces from the very tip of the obi to the center of the character, so if you're in 1st person and look at the tip but can't see it, then chances are you won't be hit

Subject: Re: Obelisk glitching / not hitting
Posted by dirtycop on Mon, 27 Apr 2009 19:23:39 GMT
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Because you are behind a solid object and the obelisk doesn't "see you". It's not that smart.

Subject: Re: Obelisk glitching / not hitting
Posted by ErroR on Mon, 27 Apr 2009 19:27:38 GMT
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it seems only the 'tip' of it sees you. something simmilar to the first intro mission. If you look carefully a small ceiling gun with obgun kills the humvee the dissapears.

Subject: Re: Obelisk glitching / not hitting
Posted by RTsa on Mon, 27 Apr 2009 21:58:15 GMT
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dirtycop wrote on Mon, 27 April 2009 22:23Because you are behind a solid object and the obelisk doesn't "see you". It's not that smart.
Well duh. I was being sarcastic. MasterEvolution is the one who doesn't know how it works.

And error, I already said the ray's cast from the tip.

Subject: Re: Obelisk glitching / not hitting
Posted by ErroR on Tue, 28 Apr 2009 13:16:00 GMT
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RTsa wrote on Tue, 28 April 2009 00:58dirtycop wrote on Mon, 27 April 2009 22:23Because you are behind a solid object and the obelisk doesn't "see you". It's not that smart.
Well duh. I was being sarcastic. MasterEvolution is the one who doesn't know how it works.

And error, I already said the ray's cast from the tip.
hmm, i didn't read it attentively

Subject: Re: Obelisk glitching / not hitting
Posted by slosha on Fri, 01 May 2009 21:27:17 GMT
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i think they purposefully gave gdi a base defensive advantage imo..

Subject: Re: Obelisk glitching / not hitting
Posted by Wiener on Sat, 02 May 2009 06:42:23 GMT
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2GLOCK9S wrote on Fri, 01 May 2009 16:27i think they purposefully gave gdi a base defensive advantage imo..

Of course they did, but not in the way that obi is supposed to hit but not doing damage IMO. The difference is how the base defence works. obelisk is a big 1-hit-weapon but due its loading easier to outwit. I think GDI doesn't lose any advantage other than a glitch to abuse when this could be fixed

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Subject: Re: Obelisk glitching / not hitting
Posted by RTsa on Sat, 02 May 2009 08:06:06 GMT
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Yeah. The base defenses are simply different. AGT rapes infantry & light armored vehicles. Obi kills heavy armor. And other stuff in small quantities.