Subject: Wall fix can be rather intrusive
Posted by Jerad2142 on Fri, 09 Sep 2011 16:24:09 GMT

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Things like not being able to shot over the wall on hourglass is really annoying when being a grenadier, but I suppose we'll get used to it in time.
Toggle Spoiler

EDIT: Firing is blocked in the above picture.

```
File Attachments
1) WallFix.png, downloaded 1082 times
```

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NE

Subject: Re: Wall fix can be rather intrusive
Posted by EvilWhiteDragon on Fri, 09 Sep 2011 18:06:01 GMT
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Jerad Gray wrote on Fri, 09 September 2011 18:24Things like not being able to shot over the wall on hourglass is really annoying when being a grenadier, but I suppose we'll get used to it in time. Toggle Spoiler

What do you mean, exactly? Surely you could explain the problem a bit more clear than this?

Subject: Re: Wall fix can be rather intrusive
Posted by Jerad2142 on Fri, 09 Sep 2011 18:10:16 GMT
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Woops sorry, meant to say I can't shoot in that picture.

I'm going to go ahead and assume that it's a bounding box collision your checking probably beings the gun is unable to fire even when the wall isn't directly colliding with the guns mesh itself. Personally, I'd think it'd work better to drop a ray down the Y axis from the muzzle bone, and just spot you from firing if that's intersected.

That'd at least make sure you still can't shoot though walls, and in addition you wouldn't be prevented from firing when a mesh crosses though a point that isn't even on the gun.

Subject: Re: Wall fix can be rather intrusive
Posted by StealthEye on Fri, 09 Sep 2011 19:07:09 GMT
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My guess is that you are actually sticking your gun into the wall in that scenario, but it's just not being displayed like that in first person. There's probably not much that we can do to fix this while keeping the shoot-through-walls fix. fyi: it's already casting a ray.

Subject: Re: Wall fix can be rather intrusive
Posted by Jerad2142 on Fri, 09 Sep 2011 22:01:17 GMT
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Wouldn't it be better to cast a ray in first person instead of third, or can't you differentiate between them?

Subject: Re: Wall fix can be rather intrusive

Posted by StealthEye on Fri, 09 Sep 2011 22:21:58 GMT
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It should cast the ray from there position where it fires from. I'm not exactly sure how the code for it works, but I think that's what it does. We can differentiate between first and third person, but eventually it should still fire from the gun, and not the eye, right?

Subject: Re: Wall fix can be rather intrusive
Posted by Jerad2142 on Fri, 09 Sep 2011 23:17:34 GMT
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Well I'd think.... ah wait I see what you're saying, I suppose that does make it rather to draw a ray from MuzzleA when you don't know how the gun is angled, maybe you could draw it to the first person gun bone?

Subject: Re: Wall fix can be rather intrusive
Posted by StealthEye on Sat, 10 Sep 2011 20:23:06 GMT
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Not sure; the code is very incorrect, but that is necessary to avoid fixing the PT-though-walls fix. It's currently casting with an undefined offset from the start of the gun. I'm sure that if we'd attempt to change it to work differently in first person, we would break/fix PT-through-walls again. I am actually not quite sure why it has changed at all, as far as I know the relevant code is almost identical to the original after we have undone several changes that accidentally fixed PT-outside.

Subject: Re: Wall fix can be rather intrusive
Posted by Jerad2142 on Sun, 11 Sep 2011 19:47:07 GMT
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StealthEye wrote on Sat, 10 September 2011 14:23Not sure; the code is very incorrect, but that is necessary to avoid fixing the PT-though-walls fix. It's currently casting with an undefined offset from the start of the gun. I'm sure that if we'd attempt to change it to work differently in first person, we would break/fix PT-through-walls again. I am actually not quite sure why it has changed at all, as far as I know the relevant code is almost identical to the original after we have undone several changes that accidentally fixed PT-outside.
Are we talking about when you join games and the pt's would be gone, or is this an issue where the player is actually able to slip past the pt client side so they can't target it?

Subject: Re: Wall fix can be rather intrusive
Posted by danpaul88 on Sun, 11 Sep 2011 19:59:06 GMT
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No, its the thing that allows players to use PTs from outside the back of the barracks for example. If we fix this thing *properly* then the ability to use a PT from outside a building would be 'fixed' (ie: you can't use it anymore) which makes some players go into a rene-rage because they can't play without such exploits.

Subject: Re: Wall fix can be rather intrusive
Posted by Jerad2142 on Sun, 11 Sep 2011 20:01:32 GMT
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danpaul88 wrote on Sun, 11 September 2011 13:59No, its the thing that allows players to use PTs from outside the back of the barracks for example. If we fix this thing *properly* then the ability to use a PT from outside a building would be 'fixed' (ie: you can't use it anymore) which makes some players go into a rene-rage because they can't play without such exploits.
Ah that bug, but if you fixed the server code that was causing the offsets of objects to be wrong client side they shouldn't be able to target though walls any more... because the pt's would be in the correct spots.

Subject: Re: Wall fix can be rather intrusive
Posted by danpaul88 on Sun, 11 Sep 2011 20:05:27 GMT
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Indeed, but its deliberately NOT fixed like it should be because players rene-rage if we fix that 'feature'... hence the bodge sort-of-fix-thats-not-really-right instead. It was actually fixed properly in an earlier test build but we ended up un-fixing it because testers complained about it being fixed...

Subject: Re: Wall fix can be rather intrusive
Posted by Jerad2142 on Sun, 11 Sep 2011 20:11:47 GMT
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danpaul88 wrote on Sun, 11 September 2011 14:05Indeed, but its deliberately NOT fixed like it should be because players rene-rage if we fix that 'feature'... hence the bodge sort-of-fix-thats-not-really-right instead. It was actually fixed properly in an earlier test build but we ended up un-fixing it because testers complained about it being fixed...
That's a real shame, because in Rp2 as you get out from the center point the issue becomes more and more noticeable. By the time you're out at a point that is 10,000m out you have PT's hanging a good meter off the wall, and beings we use visible PT's it's quite noticeable (issue actually affects all simple objects, probably vehicle to).

Or it was an issue, we got it fixed in 3.4.4 by sending the position of the affected objects to the clients and then the clients would update the objects positions client side.

Subject: Re: Wall fix can be rather intrusive
Posted by StealthEye on Sun, 11 Sep 2011 23:38:35 GMT
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The thing you are talking about is not what is causing the access-PTs-through-wall bug. The targeting code is the real cause that you can access PTs through walls. According to your description, the position of the PTs are probably off due to netcode compression, which should be a pretty small offset in default maps. The compression was likely not designed for maps that big, but only causes minor offsets on stock maps. What about on 1p LAN? My guess is that the PTs are correctly positioned there (no netcode compression), but you can still access PTs through walls (targeting bug).

Subject: Re: Wall fix can be rather intrusive
Posted by Jerad2142 on Sun, 11 Sep 2011 23:45:35 GMT
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StealthEye wrote on Sun, 11 September 2011 17:38The thing you are talking about is not what is causing the access-PTs-through-wall bug. The targeting code is the real cause that you can access PTs through walls. According to your description, the position of the PTs are probably off due to netcode compression, which should be a pretty small offset in default maps. The compression was likely not designed for maps that big, but only causes minor offsets on stock maps. What about on 1p LAN? My guess is that the PTs are correctly positioned there (no netcode compression), but you can still access PTs through walls (targeting bug).
Yeah PT's are positioned correctly in 1 player LAN, maybe it would have been simpler to make it so you can't target the back of the PT mesh, but oh well.

Subject: Re: Wall fix can be rather intrusive
Posted by StealthEye on Mon, 12 Sep 2011 11:37:01 GMT
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No, that would fix PT access from the outside. Which is exactly what we don't want to do.

Subject: Re: Wall fix can be rather intrusive
Posted by Spyder on Thu, 15 Sep 2011 14:37:39 GMT
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It's also causing problems when wallhugging. I've had a reasonable amount of situations in which I tried to pull the trigger, but it just wouldn't go off.

Subject: Re: Wall fix can be rather intrusive
Posted by Caveman on Thu, 15 Sep 2011 14:51:04 GMT
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Dont wall hug?

Subject: Re: Wall fix can be rather intrusive
Posted by EvilWhiteDragon on Thu, 15 Sep 2011 16:13:09 GMT
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Spyder wrote on Thu, 15 September 2011 16:37It's also causing problems when wallhugging. I've had a reasonable amount of situations in which I tried to pull the trigger, but it just wouldn't go off. You can't shoot in walls. Oddly enough >.>

Subject: Re: Wall fix can be rather intrusive
Posted by Jerad2142 on Thu, 15 Sep 2011 16:23:55 GMT
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EvilWhiteDragon wrote on Thu, 15 September 2011 10:13Spyder wrote on Thu, 15 September 2011 16:37It's also causing problems when wallhugging. I've had a reasonable amount of situations in which I tried to pull the trigger, but it just wouldn't go off.
You can't shoot in walls. Oddly enough >.>
Which I'm perfectly fine with, it's only when you can't shoot and the gun isn't visibly colliding with the wall that it bothers me, otherwise I think it's a good thing beings it'll keep people from shooting through the tunnels on islands.

Subject: Re: Wall fix can be rather intrusive
Posted by JohnDoe on Thu, 15 Sep 2011 22:12:42 GMT
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so with 4.0 it's no longer possible to hit stuff you aren't meant to in 3rd person or does this only pertain to situations in which meshes overlap?

Subject: Re: Wall fix can be rather intrusive
Posted by StealthEye on Thu, 15 Sep 2011 22:58:53 GMT
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The first. You can only fire if your weapon is not colliding. You can stick your leg into the wall and still fire, if that's what you mean. The bug here is caused because in first person, it seems like you hold your weapon at eye-height, however, when you look in third person, you'll see that your weapon actually collides with the wall.

Subject: Re: Wall fix can be rather intrusive
Posted by Tunaman on Fri, 16 Sep 2011 06:05:24 GMT

Earlier I couldn't shoot whilst standing in a tiberium field. Probably unrelated.

Subject: Re: Wall fix can be rather intrusive
Posted by JohnDoe on Fri, 16 Sep 2011 06:58:12 GMT

Tunaman wrote on Thu, 15 September 2011 23:05Earlier I couldn't shoot whilst standing in a tiberium field. Probably unrelated.

this has always been some dumb shit that only happens in 3rd person

Subject: Re: Wall fix can be rather intrusive
Posted by Hitman on Fri, 16 Sep 2011 13:23:53 GMT

yeah true... try scoping when hit by a chem warrior

good luck