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Subject: Bugs in 4.0

Posted by [Poskov](#) on Wed, 12 Dec 2012 00:46:13 GMT

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Here are the bugs that I found:

- >Weapon MuzzleFlashPhysDefID Lifetime does not work anymore
- >The ambient sound announcements in MP Practice are too frequent
- >Explosion Lifetime does not work anymore
- >In SP, the bots have their 'friendly fire' and 'take damage' voices swapped
- >Decal limit is still the same
- >Number of simultaneous sounds allowed is still the same

Also, can the View Distance and LOD Budget be changed in 4.0?

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Subject: Re: Bugs in 4.0

Posted by [danpaul88](#) on Wed, 12 Dec 2012 12:55:27 GMT

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can you elaborate on the two "lifetime doesnt work" bugs you mention? if they had no lifetime they would never vanish, i think people might have noticed that...

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Subject: Re: Bugs in 4.0

Posted by [Poskov](#) on Fri, 25 Jan 2013 20:18:47 GMT

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MuzzleFlashPhysDefID & Explosion lifetimes are stuck at 2 seconds

Non-animated explosion models will last too long (2 seconds) (like RP2's nitro freezer ice)

The same goes for muzzleflashes of MuzzleFlashPhysDefID

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Subject: Re: Bugs in 4.0

Posted by [EvilWhiteDragon](#) on Fri, 25 Jan 2013 21:58:24 GMT

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Have you tried with RC2?

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Subject: Re: Bugs in 4.0

Posted by [Poskov](#) on Sun, 17 Feb 2013 07:35:39 GMT

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Yes, the bugs are still there in RC2

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Subject: Re: Bugs in 4.0

Posted by [Gen\\_Blacky](#) on Sun, 17 Feb 2013 15:49:53 GMT

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MuzzleFlashPhysDefID has been broken since 4.0 release I believe.

Doesn't work in Lan or Multilayer.

The muzzle flash lasts for about 2 seconds no matter what its set to.

Only a problem if set in LE.

Using RC3 Beta on client. RC2 Server.

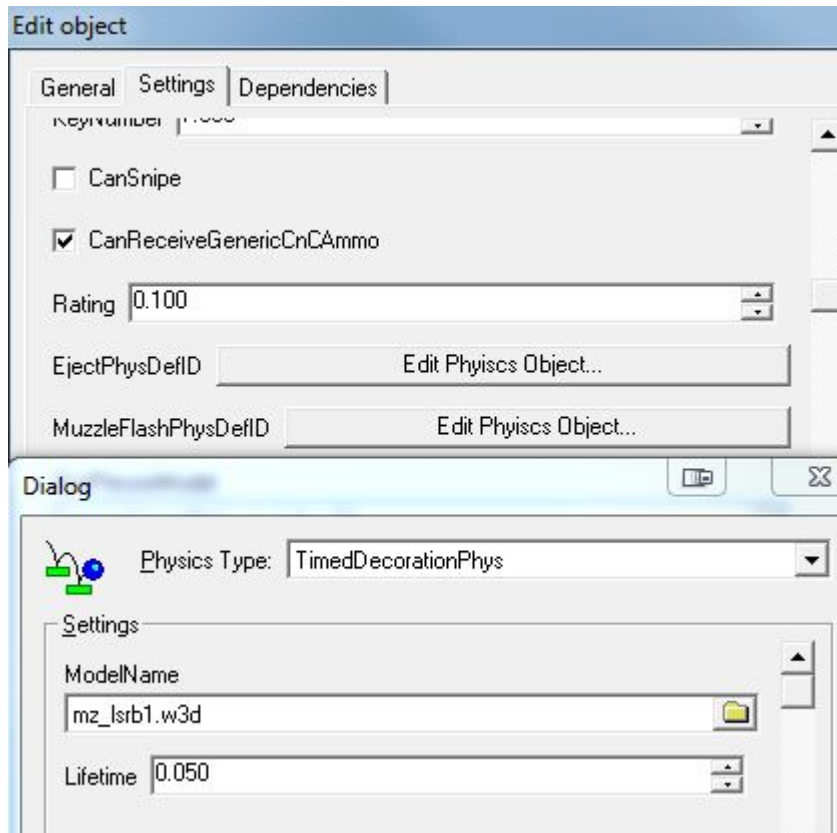
Toggle Spoiler

From what I have seen Explosion Lifetime still works but I have not tested.

### File Attachments

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1) [muzzle.JPG](#), downloaded 1243 times



2) [Screenshot.107.png](#), downloaded 1042 times



Subject: Re: Bugs in 4.0

Posted by [jonwil](#) on Sun, 17 Feb 2013 15:52:12 GMT

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Can someone get me a test setup (mix file or whatever) that I can use to see this muzzle flash issue in action?

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Subject: Re: Bugs in 4.0

Posted by [Gen\\_Blacky](#) on Sun, 17 Feb 2013 16:21:23 GMT

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The weapon spawns next to the gdi wf.

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Subject: Re: Bugs in 4.0

Posted by [jonwil](#) on Mon, 18 Feb 2013 00:43:51 GMT

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I cant find anything that looks like a weapon powerup or a gun anywhere near the GDI weapons factory on that test map.

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Subject: Re: Bugs in 4.0

Posted by [Gen\\_Blacky](#) on Mon, 18 Feb 2013 03:21:11 GMT

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Its missing textures.

#### File Attachments

1) [111.jpg](#), downloaded 788 times

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Subject: Re: Bugs in 4.0  
Posted by [jonwil](#) on Mon, 18 Feb 2013 03:51:39 GMT  
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I looked in that exact spot and I cant see the weapon powerup at all.

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Subject: Re: Bugs in 4.0  
Posted by [Gen\\_Blacky](#) on Mon, 18 Feb 2013 15:09:53 GMT  
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My bad missing powerup model along with textures.

### File Attachments

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1) [lsrb\\_muzzle\\_test.zip](#), downloaded 300 times

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Subject: Re: Bugs in 4.0  
Posted by [Gen\\_Blacky](#) on Fri, 22 Feb 2013 01:32:27 GMT  
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Did you find the problem with the emitter lifetime?

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Subject: Re: Bugs in 4.0  
Posted by [Jerad2142](#) on Wed, 27 Feb 2013 23:53:10 GMT  
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Rp2 was buggy as fuck, ECW is just about ready for release and after that is confirmed stable we will start to port to 4.0. Hopefully that'll go smoothly (I doubt it but we shall see, it'd be amazing if it was perfectly stable under 4.0 but I don't expect it).

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