Subject: Projectile tracers invisible
Posted by Neijwiert on Mon, 27 Jul 2015 10:35:12 GMT
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For some reason since 4.2 I'm having an awefull lot of problems with seeing projectile tracers. It's like the client and server are out of sync. The client doesn't even see the tracer, but you still receive damage.

For example: You walk around and all of the sudden you start getting damaged, but you don't hear any sound or get the damage animation/red circle and then you see a stank revealed somewhere. You then notice it was shooting at you but you don't see any bullets flying around.

I will try and get some footage with this to make it more clear in what i mean.

Subject: Re: Projectile tracers invisible
Posted by danpaul88 on Mon, 27 Jul 2015 11:31:53 GMT
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Tracers are not actually network objects, each client generates their own tracers for ALL weapons based on knowing the weapon state (firing / not firing) and orientation

If you're not seeing tracers it suggests your client hasn't been notified that the weapon is in the firing state.

Subject: Re: Projectile tracers invisible
Posted by Jerad2142 on Mon, 27 Jul 2015 14:40:26 GMT
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More than what you saw in previous version of Renegade?

Subject: Re: Projectile tracers invisible
Posted by Neijwiert on Mon, 27 Jul 2015 15:10:36 GMT
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Jerad Gray wrote on Mon, 27 July 2015 07:40More than what you saw in previous version of Renegade?
Yes

Subject: Re: Projectile tracers invisible
Posted by dblaney1 on Thu, 30 Jul 2015 21:16:32 GMT
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I've noticed this being a bit more frequent, especially on the stock turrets. This regression from what I have noticed occured pretty late in the development sometime after march if I recall correctly.

Subject: Re: Projectile tracers invisible
Posted by Jerad2142 on Fri, 31 Jul 2015 15:35:24 GMT
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dblaney1 wrote on Thu, 30 July 2015 15:16I've noticed this being a bit more frequent, especially on the stock turrets. This regression from what I have noticed occured pretty late in the development sometime after march if I recall correctly.
So the reload syncing is probably the cause then.

I assumed we'd see a little trade off here, less fake bullets flying from clients that are actually reloading and not shooting, more invisible hits from clients that just finished reloading and started firing at other players.

All chop off about 1/4 of a second off of the remaining reload time of all objects that have had their reload synced, we'll see if that cleans it up.

Subject: Re: Projectile tracers invisible
Posted by danpaul88 on Fri, 31 Jul 2015 18:32:30 GMT
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For weapons with only a single unit of ammo per clip, I suspect the reload syncing might result in them always being considered to be reloading? Worth considering whether they need to be a special case...

Subject: Re: Projectile tracers invisible
Posted by dblaney1 on Sat, 01 Aug 2015 17:54:46 GMT
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I agree with the 1 shot thing. It seems to happen most often with weapons with 1 clip but a super fast ROF which most of the single shot stock weapons use. It begins reloading immediately after the shot so it probably sends the clients that its no longer firing too quickly. On weapons where the rof is lower it waits the time between the shots to start reloading. A ROF of 1 would wait 1 second after the last shot to begin reloading vs the stock turret weapon which has a ROF of 100 so it begins reloading on 0.01 seconds after shooting.

Subject: Re: Projectile tracers invisible
Posted by _SSnipe_ on Mon, 10 Aug 2015 22:59:51 GMT
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this has been happening to me A LOT!!!1 I posted about it bug I just got told it was lag...I would loose damage from arty without any sht, explosion,screen shake, nothing

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Subject: Re: Projectile tracers invisible
Posted by Jerad2142 on Tue, 11 Aug 2015 16:02:06 GMT
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I made it so single round clip weapons aren't synced regardless if this is the issue or not; its a waste of network calls if nothing else to sync a weapon that will be re-synced after shooting a round.

Changed my mind, now single clip weapons don't have their network update sent unless there is a manual reload, all other guns keep working as they did last update. Originally I was going to make it so only manual reloads were synced; however I realized this wouldn't fix clients that joined into the game after rounds had been fired thus leaving guns un-synced.

Subject: Re: Projectile tracers invisible
Posted by dblaney1 on Tue, 11 Aug 2015 16:07:07 GMT
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What if the single round weapon has a script change its ammo count to higher and then reloads. This would reset it to 1 on the server but the other clients would still think it has the old ammo count.

Also, sometimes I click reload even on a 1 shot weapon. I know its weird but if I do that and then hold down the button while its reloading I think the other clients will see me fire even though I am reloading.

Subject: Re: Projectile tracers invisible
Posted by Jerad2142 on Tue, 11 Aug 2015 16:16:20 GMT
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dblaney1 wrote on Tue, 11 August 2015 10:07What if the single round weapon has a script change its ammo count to higher and then reloads. This would reset it to 1 on the server but the other clients would still think it has the old ammo count.

Also, sometimes I click reload even on a 1 shot weapon. I know its weird but if I do that and then hold down the button while its reloading I think the other clients will see me fire even though I am reloading. I am not sure this issue has anything to do with the reload fix. I have seen it before the reload fix was implemented.
Haha looks like you were one step ahead of me, should have hit post sooner, the check is only done server side, it doesn't care how much ammo the client has.

If nothing else making it not send updates for single clip ammo weapons will save a tiny bit of bandwidth.

Subject: Re: Projectile tracers invisible
Posted by dblaney1 on Tue, 11 Aug 2015 19:26:36 GMT
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Ok we tested this with the server side fix and it was a pretty big improvement.

Subject: Re: Projectile tracers invisible
Posted by Jerad2142 on Wed, 12 Aug 2015 15:34:19 GMT
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dblaney1 wrote on Tue, 11 August 2015 13:26Ok we tested this with the server side fix and it was a pretty big improvement.
Still it only improves single shot clips, if you were seeing a notable increase in issues with weapons that have clips bigger than 1 you should mention it now.

Subject: Re: Projectile tracers invisible
Posted by ehhh on Mon, 14 Sep 2015 02:37:45 GMT
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so is this just a server side fix?

been happening when we do 2v2s

especially with medium tanks

Subject: Re: Projectile tracers invisible
Posted by liquidv2 on Mon, 14 Sep 2015 02:44:21 GMT
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ehhh wrote on Sun, 13 September 2015 21:37so is this just a server side fix?

been happening when we do 2v2s

especially with medium tanks
were you playing with KobraOps?

Subject: Re: Projectile tracers invisible
Posted by ehhh on Mon, 14 Sep 2015 03:13:17 GMT
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nah i was just destroying crush

he got kinda miffed when i hs his rav without a tracer lol

i guess its pretty tough timing med shots when you dont see them :<

Subject: Re: Projectile tracers invisible
Posted by Jerad2142 on Thu, 17 Sep 2015 19:11:01 GMT
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ehhh wrote on Sun, 13 September 2015 20:37so is this just a server side fix?

been happening when we do 2v2s

especially with medium tanks
Yeah server side fix, it'll be out with the next release of 4.2. I also added some code that syncs the player's code with other players occasionally, which should reduce how often you see other players run out of ammo on your end when they actually have ammo on theirs.

Subject: Re: Projectile tracers invisible
Posted by ehhh on Fri, 18 Sep 2015 06:58:08 GMT
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ah right cool!

Subject: Re: Projectile tracers invisible
Posted by liquidv2 on Sat, 19 Sep 2015 01:26:22 GMT
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You didn't get my KobraOps joke?

Subject: Re: Projectile tracers invisible
Posted by ehhh on Sat, 19 Sep 2015 08:49:53 GMT
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i guess his tracers were invisible because his internet was terrible?

Subject: Re: Projectile tracers invisible
Posted by liquidv2 on Sun, 27 Sep 2015 04:38:44 GMT
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His tracers were always off because he had velocity hacks and his shells basically insta-traveled to their targets

Subject: Re: Projectile tracers invisible
Posted by ehhh on Sun, 27 Sep 2015 11:16:10 GMT
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i had no idea he cheated

lol

Subject: Re: Projectile tracers invisible
Posted by liquidv2 on Sun, 27 Sep 2015 12:28:09 GMT
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He got caught in .cc using it and disappeared for a while

He showed up in Jelly Marathon one day still using it, and rather than record it I pointed out how obvious it was that his med shots were traveling across the map instantly
He then accused me of cheating when I hit his Hotwire from a distance running away with my light tank, bought another Hotwire and repaired random tanks for 5 minutes, and left the game
How often do you see clanwars guys repairing anything? It was an odd exchange

Subject: Re: Projectile tracers invisible
Posted by Xpert on Sun, 27 Sep 2015 19:28:19 GMT
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KobraOps was just speculation tbh. We never technically caught him even though a lot of us thought he had velocity. During the time he played, I was running the main clanwars servers and I had a shit load of anti cheat. Caught some pretty funny moments there like DrkXfactr, bigd442, Tildeth and the best one of all, SoQAshy lol. RR also played a role so I was also able to detect *cheat name removed*users running RR. But KobraOps never came up at all. We probably didn't have velocity detection back then. I can't remember.

Subject: Re: Projectile tracers invisible
Posted by liquidv2 on Sun, 27 Sep 2015 22:32:05 GMT
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Right away on that Walls game I could tell the shots were basically teleporting across the map and landing instantly on the arty I was repairing - I ran out to see the name and (go figure) it was KobraOps, who had recently been called a velocity hacker in clanwars

I suspect anyone that's played the game for a long time just kind of knows how long it should take an arty shell to reach a target (they travel slower than tank shells), and about how much time it takes a med or light shot to land

In this case, there was next to no time at all - you'd see him fire from pretty much max distance away and the arty would lose health before the shell even showed up

There was a City_Flying game where he was doing similar shit too

Even if it was just speculation and no definitive proof was made on the guy, I'm certain he was using exactly that
And I regret not flipping Fraps on and catching it, because I would have had I not said anything - I fucked that up because I thought it was hilarious how obvious it was
I've never known of a working server-side method of catching that cheat, but if there was one he would have been bagged for sure

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Subject: Re: Projectile tracers invisible
Posted by ehhh on Sun, 27 Sep 2015 23:21:53 GMT
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iirc rof/velocity cheat prevention is inconsistent