
Subject: Re: Two Harvester bugs

Posted by [Majiin Vegeta](#) on Sun, 26 Dec 2004 13:20:22 GMT

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Quote:-2- The harvester Server-side bug.

Sometimes (not often, but sometimes... this lack-of-repeatability factor may be a problem when you guys try to work out what causes it) when a player hosts (doesn't seem to happen on dedicated servers), one harvester or both become immobile, they refuse to budge from the airstrip pad / weapon factory construction bay. A lot of the time, this also makes it impossible to buy a vehicle. When you buy, say, a humvee, it destroys the harvester but you can't drive it out of the weapons bay, and a few seconds later it will in turn be destroyed by a replacement harvester. The only way to solve this bug is for the host to fully restart his Renegade.

i had this a few times the harvester would not move until i looked at it.. i fixed it by turning off the console command CLIENT_PHYSICS_OPTIMIZATION
(Update only visible physic objects on client)
