Subject: Object Collision errors
Posted by Veyrdite on Sun, 08 Jun 2008 03:59:18 GMT

I've discovered today that the W3D engine can't handle multiple collidable faces at the same location (demonstrated in the video attached). I'm guessing this is one of the causes of getting stuck in containers in server-sided maps (because of Renegade's poor net code).

Note that the container and the laser-fence are both objects, not tiles, no scripts are attached to either and the laser-wall represents a wide ladder.

Sorry for the poor video quality, It was the only way to get the filesize small enough to post. Also note that the video is Xvid format. Please do not stream it.

File Attachments
1) Game2_24.avi, downloaded 121 times