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Subject: Re: Fixing... Points?

Posted by [R315r4z0r](#) on Sat, 13 Sep 2008 01:35:07 GMT

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XCorrupt69 wrote on Fri, 12 September 2008 20:47Razor, thanks for clearing up the fact that you don't even know what it is. The thing were you collide/get stuck and end up spinning in outerspace is something completely different, im talking about BLUE HELL, were the screen just turns blue, you can still move using the keyboard, and if you look like 180 degree's in the opposite direction (or other random spots away from your looking to get it), it goes back to normal), sometimes you can also fix it by hitting esc, then exit it just to clear the screen

No, that's called a VIS error and that is caused by fault of the mapper who made the map, not some scripts or shaders. Blue hell is when you fly off the map in a vehicle spinning uncontrollably in a blue abyss.

It has happened since the game was released and when ever people make a map with an incomplete VIS system. It has nothing to do with scripts and/or shaders nor does it have anything to do with the core patches.

Don't argue with me on this, you are just making yourself look bad by arguing things that are completely wrong.

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