Subject: Re: Wall fix can be rather intrusive
Posted by Jerad2142 on Sun, 11 Sep 2011 23:45:35 GMT

View Forum Message <> Reply to Message

StealthEye wrote on Sun, 11 September 2011 17:38The thing you are talking about is not what is causing the access-PTs-through-wall bug. The targeting code is the real cause that you can access PTs through walls. According to your description, the position of the PTs are probably off due to netcode compression, which should be a pretty small offset in default maps. The compression was likely not designed for maps that big, but only causes minor offsets on stock maps. What about on 1p LAN? My guess is that the PTs are correctly positioned there (no netcode compression), but you can still access PTs through walls (targeting bug).
Yeah PT's are positioned correctly in 1 player LAN, maybe it would have been simpler to make it so you can't target the back of the PT mesh, but oh well.