Subject: Engine Flame Issue(s)
Posted by Jerad2142 on Thu, 24 Nov 2011 23:59:02 GMT

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I see TT Team has fixing the engine flame issue on their to-do list, however I can't see the topic where its discussed, so I don't know if its addressing both the issues I've noticed or just one of them.

Non Visible Flame:
If you create a vehicle with scripts, client side the vehicle won't have engine flames at all (or if it does have them they are stuck in a position that makes them impossible to see). I found a way to fix this (I use Set_Model to set the model of the vehicle to its own model (IE: Commands->Set_Model(obj,Get_Model(obj)) and then the engine flame shows up fine.

Flame Client Side under certain latencies:
I've noticed that when I play as a client on my own server that the flame will get stuck at certain lengths, and sometimes it will suddenly jump to be longer, or shorten, but usually is stuck at the half way point (spacebar and c still always overrides it all, c making it shortest and space making it longest). Server usually has pings under 40, but it is on a school campus so the bandwidth could be changing a lot as students start downloading stuff etc.)