
Subject: O.o red hell
Posted by [sadukar09](#) on Sun, 20 May 2007 12:10:12 GMT
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yea...red hell? instead of the usual blue hell

Subject: Re: O.o red hell
Posted by [IronWarrior](#) on Sun, 20 May 2007 12:22:07 GMT
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Owned.

Subject: Re: O.o red hell
Posted by [BoMbZu](#) on Sun, 20 May 2007 12:27:11 GMT
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bluehell + nuke = redhell

since background changes when nukes is placed

Subject: Re: O.o red hell
Posted by [Viking](#) on Sun, 20 May 2007 12:52:49 GMT
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LAWLS red hell, wheres all the fire and devil n shit?

Subject: Re: O.o red hell
Posted by [sadukar09](#) on Sun, 20 May 2007 13:24:03 GMT
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WNxBoMbZU wrote on Sun, 20 May 2007 07:27bluehell + nuke = redhell

since background changes when nukes is placed
there wasnt a nuke O.o

Subject: Re: O.o red hell
Posted by [ST3ALTH](#) on Sun, 20 May 2007 14:37:28 GMT
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Holy shit, that is fucking scary.

What are the odds, you see a red hell, and your ping is 666...

Subject: Re: O.o red hell
Posted by [TD](#) on Sun, 20 May 2007 14:41:19 GMT
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Lol, nice catch, your ping...

But also god saying he's not here and he'll ignore whatever you say because you are in red hell.

Subject: Re: O.o red hell
Posted by [jimmyny](#) on Sun, 20 May 2007 16:28:58 GMT
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This happend to me yesterday aswell when i tried to get into a arty on islands.mix :\

Subject: Re: O.o red hell
Posted by [sadukar09](#) on Sun, 20 May 2007 18:18:58 GMT
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ST3ALTH wrote on Sun, 20 May 2007 09:37Holy shit, that is fucking scary.

What are the odds, you see a red hell, and your ping is 666...

im the devil? O.o

Subject: Re: O.o red hell
Posted by [Jerad2142](#) on Mon, 21 May 2007 17:48:08 GMT
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jimmyny wrote on Sun, 20 May 2007 10:28This happend to me yesterday aswell when i tried to get into a arty on islands.mix :\

Did your game lag and you get stuck against the red part of the artillery ^^

Subject: Re: O.o red hell
Posted by [Zion](#) on Mon, 21 May 2007 17:57:11 GMT

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Why do people give them names just from the color?

'Blue hell' is a glitch caused by latency in which the collisions box of the player/vehicle collides with another. One of the players is killed and respawn instantly, the other gets this glitch. The selection of who dies or not is random.

'Black hell' is the same as above only on the night based maps.

This 'Red hell' is the same as above only during a nuclear beacon placement, hence the red color.

Same would go for the Ion Cannon beacon, if you glitched then you would see it go darker and start to rain.

This is a glitch in the engine. It occurred to me once on APB however i could still see the map. I was at the corner of the map moving very fast from it then back to it.

Subject: Re: O.o red hell

Posted by [sadukar09](#) on Mon, 21 May 2007 19:23:07 GMT

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thats awesome...cept its annoying and EA wouldnt let westwood fix it

Subject: Re: O.o red hell

Posted by [Viking](#) on Mon, 21 May 2007 20:05:27 GMT

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You can't spell "eat babies" without EA.

Subject: Re: O.o red hell

Posted by [StealthEye](#) on Mon, 21 May 2007 20:05:39 GMT

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Quote:'Blue hell' is a glitch caused by latency in which the collisions box of the player/vehicle collides with another. One of the players is killed and respawn instantly, the other gets this glitch. The selection of who dies or not is random. However this doesn't always happen if collision boxes overlap, when you teleport into another vehicle/character this will not happen. I'm still looking for a way to reproduce this problem and maybe then I can fix it. If you know how to reproduce this (or what collision boxes and latency have to do with this) then I would like to know

Subject: Re: O.o red hell
Posted by [Zion](#) on Mon, 21 May 2007 21:13:04 GMT
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Just try aimlessly crashing into each other at a reasonable speed. Although i do think this is mainly engine based since it happens with APB and most likely the other TC's.

(Need a hand gimmie a bell.)

Subject: Re: O.o red hell
Posted by [StealthEye](#) on Tue, 22 May 2007 16:47:12 GMT
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I can't think of anything other than that it would be engine based indeed...

I don't think simply driving into each other gets you this bug, the most successful attempt of mine was to keep pushing the harvester at one corner of the harvester (collision box), and after a few minutes or trying you would eventually get "blue" hell for a couple of seconds, then if you stopped pushing it would fix itself, but if you pushed for even longer it would stay :s Didn't quite help me though, as it took much too long to reproduce and test it.

Does anyone know for sure what happens on the server when this happens? If I'm right then the server does not have this problem, that would indicate it is indeed the lag reduction code failing. Has anyone ever had this in a singleplayer game or a client hosted game? (I doubt that, I can't imagine many people play that regularly)

Subject: Re: O.o red hell
Posted by [sadukar09](#) on Tue, 22 May 2007 19:20:02 GMT
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theres also this glitch but after u get the blue hell instead of u dying, u return 2 the game but with HEAVY FPS lag

Subject: Re: O.o red hell
Posted by [Carrierll](#) on Tue, 22 May 2007 20:26:38 GMT
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But... I sometimes get blue hell when I get into a recently bought vehicle, and it's happened when I'm hosting games with just me in (so no lag)

Most often happens (to me) on Field, with either meds or lights, recently bought from thier respective factories, although I've had it as GDI on Under (Meds again) and City_Flying (Orcas). I've also fallen into blue hell when I've driven a flying vech into a certain point on City_Flying, but I think it was because the serverside modder had changed something. (All in multiplayer games, so could've been lag)

Stealtheye, if you need me to be in games etc, I'm willing to help, this bug needs to go.

I'm thinking it would help if you asked the community to give details of whatever they were doing in the game when they get blue hell, so that you've got more cases to look at, try and spot the common problem.

Subject: Re: O.o red hell
Posted by [Viking](#) on Tue, 22 May 2007 21:14:03 GMT
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Yeah happens most on field.

Subject: Re: O.o red hell
Posted by [StealthEye](#) on Tue, 22 May 2007 22:16:15 GMT
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Quote:But... I sometimes get blue hell when I get into a recently bought vehicle, and it's happened when I'm hosting games with just me in (so no lag)By this do you mean you are the actual host (as in, host directly in renegade) or does this happen when running on a FDS with only one player? Because if it is the first case then it is definitely not the lag reduction code as that is disabled (well, I think it is, will have to check that) in a shared server/client mode (such as single player, multiplayer practice and a nondedicated server).

Quote:Most often happens (to me) on Field, with either meds or lights, recently bought from their respective factories, although I've had it as GDI on Under (Meds again) and City_Flying (Orcas).Quote:Yeah happens most on field.I really doubt that it has to do with the map, and never noticed a difference myself either, but until I know the cause I can not be sure either.

Quote:Stealtheye, if you need me to be in games etc, I'm willing to help, this bug needs to go.Because this happens so rarely (and yet too often, you know what I mean) It wouldn't make sense to just play 100 games and wait for it to show up.

I know that the bug mostly happens for me in laggy situations (low FPS I think?) when entering a (only newly bought?) vehicle. It happens when driving into each other sometimes too though. These might be related, but maybe they are not.

Someone told me about the position coordinates being set to NAN (not a number, error) in blue hell, which indicates that some calculation is invalid.

Quote:theres also this glitch but after u get the blue hell instead of u dying, u return 2 the game but with HEAVY FPS lagYup, I'm pretty sure these are related, as I once figured out how to partially "reset" blue hell and teleport you to another location. My guess is that this is when another vehicle or object is in "blue hell" which for some reason eats up a lot of CPU.

Thanks for the reactions so far, I hope I'll be able to do something with these, although I still think it will be hard to find without being able to reproduce it. Even more reactions would be appreciated though.

Subject: Re: O.o red hell
Posted by [havoc9826](#) on Tue, 22 May 2007 23:06:21 GMT
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Here are some old files I have that might be relevant:

Blue Hell vid: Just a regular rush, and I bumped my stank into a flame tank and ended up spinning off the map somewhere. Followed by 43 seconds of me just floating there.

Blue hell vid #2: In Black-Cell, the team commander can use the !blockharv command to freeze the harvester. Back when this video was taken, the harvester froze a bit weirdly when blocked on an incline. Anyway, I ran into it to deliberately send myself to blue hell. Sometimes the harvester respawns, sometimes it is gone the rest of the map. In this case, I ended up above and behind the Nod base.

Red hell video: same game as the previous video, but with a nuke beacon. Sorry about the length and my constant camera angle changing. In case you want to see a couple more videos relevant to this game (and one older than that which shows where some blue helled videos end up on Hourglass), go here.

Red Hell pic: According to my IRC logs from January 30, 2005, this was on City_Flying, and there was a nuclear strike beacon currently deployed. Hooray for 1 FPS and 789 ping.

Subject: Re: O.o red hell
Posted by [sadukar09](#) on Tue, 22 May 2007 23:53:14 GMT
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hehe 666 ping

Subject: Re: O.o red hell
Posted by [CarrierII](#) on Wed, 23 May 2007 07:15:47 GMT
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Hosting a one player game, in XWIS, for myself, using the client.

Subject: Re: O.o red hell
Posted by [StealthEye](#) on Wed, 23 May 2007 10:18:35 GMT

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CarrierII, that's interesting.

havoc9826, Blue hell vid #2 is interesting, as it shows that right before getting blue hell the harvester disappears... Don't know what that would mean, but it definitely is interesting too.

Subject: Re: O.o red hell
Posted by [CarrierII](#) on Wed, 23 May 2007 10:28:23 GMT
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If you need any more info, tell me, If I get *insert colour here* hell again, I'll tell you.

Subject: Re: O.o red hell
Posted by [StealthEye](#) on Wed, 23 May 2007 10:32:25 GMT
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If you get pink hell, be sure to notify me! Seriously though, anything you know about it might help, but I can't ask for anything specific because I have no idea what to ask for either.
