Subject: Bugged tank view / i´m able to repair while driving...
Posted by dfhsdfl on Sat, 23 Feb 2008 08:20:51 GMT

There is a sad bug that enables everyone to "cheat", the advantage it gives is more of a gameplay ruining aspect for me...
Again it has something to do with the mode the dynamic cam influences the bullet reloading..
or however you want to explain.

Like the no-reload "bug" when sitting in a bunker, i can´t start fixing another glitch with the camera view in renegade.

Some of you might know of those view glitches, i can only say that bug has become very resident on my client. Other XP systems with different hardware have it too, so i guess the solution of this bug can only be software related.

Reinstalling doesn´t help nor does the fact if you use renguard or any scripts. Resolution or details are not changing the chance that the view is bugging, also it doesnt matter what server i am drivning a tank (biatch or regulators).

File Attachments
1) ScreenShot04.png, downloaded 283 times

Subject: Re: Bugged tank view / i´m able to repair while driving...
Posted by Goztow on Sat, 23 Feb 2008 08:27:30 GMT
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I don't really get what you mean, Letz :-S. If you go out of your vehicle and get back in, this solves the vehicle lag problem.

Subject: Re: Bugged tank view / iÂ´m able to repair while driving...
Posted by CarrierII on Sat, 23 Feb 2008 08:38:25 GMT
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Normally, bugs like that are caused by laggy servers, and Renegade's poor netcode, try getting out of your vech, and then getting in it again. Sometimes they happen to newly made vechs as well, esp on Under.

Subject: Re: Bugged tank view / iÂ´m able to repair while driving...
Posted by =HT=T-Bird on Sat, 23 Feb 2008 17:56:22 GMT
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This is a common and annoying bug...if you have any theories about what in the netcode is causing this, toss 'em our way

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Subject: Re: Bugged tank view / iÂ´m able to repair while driving...
Posted by CarrierII on Sat, 23 Feb 2008 18:53:53 GMT
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=HT=T-Bird wrote on Sat, 23 February 2008 17:56This is a common and annoying bug...if you have any theories about what in the netcode is causing this, toss 'em our way

The physics / the vech enter/exit procedure.

Subject: Re: Bugged tank view / iÂ´m able to repair while driving...
Posted by Yrr on Sat, 23 Feb 2008 20:06:02 GMT
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CarrierII wrote on Sat, 23 February 2008 19:53=HT=T-Bird wrote on Sat, 23 February 2008 17:56This is a common and annoying bug...if you have any theories about what in the netcode is causing this, toss 'em our way

The physics / the vech enter/exit procedure.

Wow, did you find that out all alone?

Subject: Re: Bugged tank view / iÂ´m able to repair while driving...
Posted by dfhsdfl on Sun, 24 Feb 2008 11:37:30 GMT
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whom needs further detail; the change from person into tank object is bugging renegade. you recognize it when you enter a vehicule and see your gun still acting. Able to aim your own tank, bullets are deviated netherless they deal damage.

Yes you can fix it by reentering 1-6 times, no real problem there. I am just wondering why this occurs now more often then in the past?! And why are rifle / repair guns giving points when you use them WHILE driving a tank, looks like the server doesnt receive the info about just the fact you are using "Tank weapon" now..

All i know is that i can kill people while sitting in a tank, and BR just says "xyou killed some123 with Ramjet". The person-mounted turret of the tank just is uncontrollable, maybe does not deal any damage. Has anyone tried out more?

Holding a beacon when you are experiencing that bug and of coz simultaneous driving a tank, wont shot it. Can´t really fix what noone knows, so need any info ^^ i don´t think it is a latency problem or lose of transinfo, would be a shame if reni is unplayable

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Subject: Re: Bugged tank view / iÂ´m able to repair while driving...
Posted by Yrr on Sun, 24 Feb 2008 11:57:46 GMT
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I only know that the human soldier state on the client was not set from StateNormal to StateInVehicle. But I'm too busy to look for that bug's cause.

Subject: Re: Bugged tank view / iÂ´m able to repair while driving...
Posted by Goztow on Sun, 24 Feb 2008 12:06:07 GMT
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O also noticed this happens more and more and am wondering if some if BI's modifications wouldn't have smth to do with it.

Subject: Re: Bugged tank view / iÂ´m able to repair while driving...
Posted by Yrr on Sun, 24 Feb 2008 14:38:17 GMT
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No, happens on RenCom more and more too, and there is no BI stuff.

Subject: Re: Bugged tank view / iÂ´m able to repair while driving...

Posted by Yrr on Mon, 25 Feb 2008 22:13:22 GMT
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Found the bug in the lag compensation code for soldiers and put a work-around in Resurrection.
I'm currently testing it.
This is a client-side bug.

Subject: Re: Bugged tank view / iÂ´m able to repair while driving...
Posted by _SSnipe_ on Tue, 26 Feb 2008 14:40:44 GMT
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ya that happens to me ALL the time....its really bad in the games you cant get out even just real
fats to fix it or you will die or get jacked lol

Subject: Re: Bugged tank view / iÂ´m able to repair while driving...
Posted by =HT=T-Bird on Tue, 26 Feb 2008 22:18:18 GMT
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Yrr wrote on Mon, 25 February 2008 16:13Found the bug in the lag compensation code for
soldiers and put a work-around in Resurrection. I'm currently testing it.
This is a client-side bug.
Good to hear. This sounds like a candidate for bhs.dll...

Subject: Re: Bugged tank view / iÂ´m able to repair while driving...
Posted by Starbuzz on Wed, 27 Feb 2008 04:08:04 GMT
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This happens often for me but I just jump out and jump back in. I did not know that this is what
caused the driver's repair guns to fire out of the tank while they were driving!

Subject: Re: Bugged tank view / iÂ´m able to repair while driving...
Posted by Veyrdite on Sun, 02 Mar 2008 07:00:30 GMT
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Starbuzz wrote on Wed, 27 February 2008 15:08 I did not know that this is what caused the
driver's repair guns to fire out of the tank while they were driving!
Give me a cent every time someone exploits this to repair their vehicle while driving it, and I'd be
rich.

I also believe (without any knowledge of renegades inner workings) that it is the client not
receiving the information that they are in a vehicle. The server is simply telling them the coords of
the tank, and the changes to those coords depending on the user WASD input. On the client the

vehicle and the char are stuck in each other so they can't move, and so you "lag" along as the server is attempting to "correct" your position.