Subject: GDI logo glitch
Posted by soqlogi on Mon, 18 Aug 2008 22:32:55 GMT
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fix the glitch where u can shoot through gdi vehicles pIX Thx bYE
(i.e. the symbol on gdi med,OrCA and apC)

Subject: Re: GDI logo glitch
Posted by Goztow on Tue, 19 Aug 2008 06:52:52 GMT
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I think this requests earns its own topic. I agree that this is a very annoying glitch.

Subject: Re: GDI logo glitch
Posted by _SSnipe_ on Tue, 19 Aug 2008 06:54:21 GMT
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Goztow wrote on Mon, 18 August 2008 23:52I think this requests earns its own topic. I agree that
this is a very annoying glitch.
never knew about this but if its true needs to be fixed seems like very important bug

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Subject: Re: GDI logo glitch
Posted by Aircraftkiller on Tue, 19 Aug 2008 07:39:27 GMT
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It's actually a very small glitch and the odds of the logo being hit are rather small - I think it's funny
that snipe complained that the hallways on Islands didn't need to be fixed, since it was too small
an issue, but somehow this is more important.

It's not a hard fix, the GDI logos (and perhaps certain Nod ones) just don't have collision enabled
for projectiles.

Subject: Re: GDI logo glitch
Posted by mrÃ£Ã§Ã·z   on Tue, 19 Aug 2008 08:14:03 GMT
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because its a extra Plane/Box that is attached to the vehicle..

Subject: Re: GDI logo glitch
Posted by StealthEye on Tue, 19 Aug 2008 11:10:16 GMT

I've seen this on the todo list. Either it's still there or it will be fixed later.

Subject: Re: GDI logo glitch
Posted by Jamie or NuneGa on Tue, 19 Aug 2008 12:49:19 GMT

actually due to where you get out of a med tank it is very easy to start repairing the logo and thus no healing occurs.

Subject: Re: GDI logo glitch
Posted by Chuck Norris on Tue, 19 Aug 2008 14:20:47 GMT

Nune wrote on Tue, 19 August 2008 08:49actually due to where you get out of a med tank it is very easy to start repairing the logo and thus no healing occurs.
Always wondered why that happened every so often.

Subject: Re: GDI logo glitch
Posted by Spoony on Tue, 19 Aug 2008 21:51:08 GMT

I brought this up ages ago.

Aircraftkiller, you'd be surprised how often it happens on maps like Field in clan matches.

Subject: Re: GDI logo glitch
Posted by karmai on Tue, 19 Aug 2008 21:56:18 GMT

ive never really used crackshots in a real game.. like i said the only time a crackshot fucks anything up is in a 500 sniping server.. which tbh isnt renegade

however, these deadzones on tanks make my shots no register very very often.. like every single time i play renegade, where as a crackshot only fucks me over once in a blue moon

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Subject: Re: GDI logo glitch
Posted by Jamie or NuneGa on Tue, 19 Aug 2008 22:20:40 GMT

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in most of the cp2 servers there aren't many deadzones, but servers like imperial the deadzones just screw up tank fights. Especially on islands where the med charging the arty will get hit but no damage occurs.

The logo bug still occurs in cp2 servers but isn't as frequent. It doesn't really screw up repping in cws as most people will keep moving when they get out of their tank so thus repair many different points on tanks.

Subject: Re: GDI logo glitch
Posted by KobraOps on Wed, 20 Aug 2008 01:13:25 GMT
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Happens to me all the time while repairing :/