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

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.)

Subject: Re: Engine Flame Issue(s)
Posted by StealthEye on Fri, 25 Nov 2011 01:09:17 GMT

I added this topic so that we'll make sure to look at all reported issues when we get around to it.

Subject: Re: Engine Flame Issue(s)
Posted by jonwil on Fri, 20 Apr 2012 03:02:49 GMT

The bug with non-visible-flames on the server has been fixed for 4.0 beta 5 (or should be at least).

The other one is likely caused by lag or something.

Subject: Re: Engine Flame Issue(s)
Posted by Jerad2142 on Fri, 20 Apr 2012 12:39:17 GMT

Excellent, and yes it would seem that is the case.

While we're on the topic, did the engine flames ever work with non-VTOL vehicles? The "How to

Construct a Renegade Vehicle.html" file in the help folder in Leveleditor claims it works with all, but I've never seen it work. However, I never tried it before the 1.037 patch (which as we all know did break some things like the mammoth tank's secondary muzzle flashes).

Subject: Re: Engine Flame Issue(s)
Posted by jonwil on Fri, 20 Apr 2012 14:05:07 GMT
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I can confirm that no, as of the 1.037 code (and the code in 4.0), it does NOT work with anything other than VTOL physics.

Subject: Re: Engine Flame Issue(s)
Posted by Jerad2142 on Mon, 23 Apr 2012 17:37:21 GMT
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Okay thanks, just figured I'd ask rather than rollback Ren to its original state myself lol.