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Subject: Sbh Bug  
Posted by [Jamie or NuneGa](#) on Sat, 11 Aug 2012 00:41:20 GMT  
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Heres one,

Sbh's not uncloaking when placing nukes... happens all the time.

Believe its client side.

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Subject: Re: Sbh Bug  
Posted by [Major-Payne](#) on Sat, 11 Aug 2012 00:43:05 GMT  
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sbhs also visible in shadows of tree leaves

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Subject: Re: Sbh Bug  
Posted by [saberhawk](#) on Sat, 11 Aug 2012 03:45:31 GMT  
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Major-Payne wrote on Fri, 10 August 2012 17:43sbhs also visible in shadows of tree leaves

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### File Attachments

1) [sbh\\_shadow\\_glitch.png](#), downloaded 658 times



Subject: Re: Sbh Bug  
Posted by [iRANian](#) on Sat, 11 Aug 2012 08:19:31 GMT  
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He's talking about another bug on Islands where on certain places like around the Nod tunnel entrance palm trees a black glitchy shadow gets cast that allows you to see SBHs.

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Subject: Re: Sbh Bug  
Posted by [Major-Payne](#) on Sat, 11 Aug 2012 15:53:34 GMT  
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iRANian wrote on Sat, 11 August 2012 01:19He's talking about another bug on Islands where on certain places like around the Nod tunnel entrance palm trees a black glitchy shadow gets cast that allows you to see SBHs.

Yep, on field too it happens in the shadow of the tree near wf

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Subject: Re: Sbh Bug  
Posted by [saberhawk](#) on Sat, 11 Aug 2012 17:50:45 GMT  
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Major-Payne wrote on Sat, 11 August 2012 08:53iRANian wrote on Sat, 11 August 2012 01:19He's talking about another bug on Islands where on certain places like around the Nod tunnel entrance palm trees a black glitchy shadow gets cast that allows you to see SBHs.

Yep, on field too it happens in the shadow of the tree near wf

## File Attachments

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1) [sbh\\_shadow\\_glitch\\_2.png](#), downloaded 642 times



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Subject: Re: Sbh Bug  
Posted by [Major-Payne](#) on Sat, 11 Aug 2012 18:25:21 GMT  
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Yes, you don't experience the bug, so nobody does.

solid.

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Subject: Re: Sbh Bug  
Posted by [saberhawk](#) on Sat, 11 Aug 2012 18:32:17 GMT  
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Major-Payne wrote on Sat, 11 August 2012 11:25 Yes, you don't experience the bug, so nobody does.

solid.

Right, because I fixed this bug in rev3971 on 31 May 2011, quite a while before 08 September 2011 which is when the first open beta was released.

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Subject: Re: Sbh Bug  
Posted by [Major-Payne](#) on Sat, 11 Aug 2012 19:40:47 GMT  
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right, which is why it still happened to me on Field.mix lol

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Subject: Re: Sbh Bug  
Posted by [saberhawk](#) on Sat, 11 Aug 2012 20:02:01 GMT  
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Major-Payne wrote on Sat, 11 August 2012 12:40right, which is why it still happened to me on Field.mix lol

Prove it by filing an in-game bug report with screenshot. As the code currently stands, any material effect (such as the stealth effect) that prevents an object from generating shadows will also prevent projectors (such as those produced by "Terrain Casts Shadows") from rendering on that object. This fix was verified over a year ago and anything that can influence it hasn't changed since then.

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Subject: Re: Sbh Bug  
Posted by [shalfia](#) on Thu, 16 Aug 2012 22:13:46 GMT  
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So the bug is fixed for the shadows under trees or near the water on islands? But what about when they deploy a beacon? I have seen this quite a few times where I am driving around and see a beacon on the ground being placed but no one above it until I start shooting. I thought it was something new that allowed you to deploy a nuke without actually clicking the mouse since i have only seen it with TT.

Shal

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Subject: Re: Sbh Bug  
Posted by [saberhawk](#) on Sat, 18 Aug 2012 04:40:15 GMT  
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shalfia wrote on Thu, 16 August 2012 15:13So the bug is fixed for the shadows under trees or

near the water on islands? But what about when they deploy a beacon? I have seen this quite a few times where I am driving around and see a beacon on the ground being placed but no one above it until I start shooting. I thought it was something new that allowed you to deploy a nuke without actually clicking the mouse since i have only seen it with TT.

Shal

The bug where projectors can affect stealthed objects was fixed, have not yet looked into the beacon deployment issue.

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