

ET: Legacy Development - Bug #1102

movement glitch underneath Railgun cranes

21.08.2018 21:26 - keMoN

Status:	New	% Done:	0%
Priority:	Normal	Spent time:	0.00 hour
Assignee:			
Category:	General		
Target version:	2.78		
OS:		Arch:	

Description

When moving underneath the cranes in Railgun there is a weird stutter glitch, which is more obvious when jumping. In the mapfile the only thing that is drawing attention is the [misc_beam](#) entity which is the rope of the crane. Personally, I have no experience with that entity and have also never seen it before, so my only guess is, that the movement glitch is related to the misc_beam entity.

[Video](#)

The setup is the following:

We have crane2_hook which is a script_mover and only the hook.

Then there is crane2 which is also a script_mover and the sled everything is mounted on.

The connection is a misc_beam entity which has message/crane2 and target/crane2_hook as key/value pairs and the rope as shader.

Files

misc_beam.png	2.22 MB	21.08.2018	keMoN
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