

ET: Legacy Development - Bug #1210

Trickjump maps have a seizure inducing white flash

23.02.2019 20:05 - swecide

Status:	Fixed	% Done:	100%
Priority:	Normal	Spent time:	0.00 hour
Assignee:			
Category:	Mod CGAME		
Target version:	2.77		
OS:		Arch:	
Description			
On most Trickjump maps players spawn correctly and can move around but the entire screen is filled with a white-grayish flashing layer. Using the vanilla renderer.			

Associated revisions

Revision 50f28776 - 14.03.2019 11:48 - Spyhawk

cgame: fixed seizure inducing effects on trickjump maps, refs #1210

This reverts commit f69622782232400cd116ac8894b2660a5aa6ccff.

History

#1 - 23.02.2019 22:45 - Spyhawk

- Target version set to 2.77

Additional info:

ryven: yeah teleports are causing it

ryven: ir4 has enabled hyperspace effect, which was unused before, which is supposed to save a bit bandwidth, but it's apparently broken in etlegacy

#2 - 24.02.2019 11:39 - IR4T4

https://dev.etlegacy.com/projects/etlegacy/repository/revisions/f69622782232400cd116ac8894b2660a5aa6ccff/diff/src/cgame/cg_predict.c

#3 - 14.03.2019 11:50 - Spyhawk

- Category changed from Client to Mod CGAME

- Status changed from New to Fixed

- % Done changed from 0 to 100

#4 - 14.03.2019 11:50 - Spyhawk

- OS deleted (Linux)