

ET: Legacy Development - Bug #264

Bugged Compass and Commandmap

22.03.2013 18:43 - Harlekin

Status: Invalid	% Done: 0%
Priority: Normal	Spent time: 0.00 hour
Assignee: IR4T4	
Category: Mod CGAME	
Target version: 2.71rc2	
OS:	Arch:
Description Command map and Compass ist bugged with bots. commandmap in limbo seems to be fine. Was testing the game with bots... maybe only bots are showing wrong.	
Related issues: Related to ET: Legacy Development - Bug # 268: WH prediction anomalies / bugg... New 27.03.2013	

History

#1 - 22.03.2013 19:42 - Harlekin

I was wrong, even command map in limbo menu is bugged.

#2 - 28.03.2013 23:35 - IR4T4

- Target version set to 2.71rc2

#3 - 30.03.2013 18:45 - IR4T4

- Status changed from New to Feedback

- Assignee set to Harlekin

I can't reproduce. Does it still occur? If so please add some info about used system and r_mode.

#4 - 31.03.2013 19:07 - Harlekin

- Assignee changed from Harlekin to IR4T4

Tested on et3.hirntot.org:27999 compiled from git
also tested it with RC1 and got the same problem.

System:

Intel(R) Core(TM) i5-2400 CPU @ 3.10GHz
Ubuntu 12.04.2 LTS
3.2.0-39-generic x86_64

GL_RENDERER: ATI Radeon HD 4800 Series
GL_VERSION: 3.3.11627 Compatibility Profile Context
MODE: -2, 1920 x 1200 fullscreen

Commandmap is still buggy

#5 - 01.04.2013 15:58 - Jacker

I have been trying to reproduce this, but haven't been able to. Harle can you clean up your basepath and build the latest bins and packs.

#6 - 01.04.2013 19:32 - Harlekin

Cleaned base&homepath and build again from git. Got still the same strange compass as before. Maybe this is a linux related bug or something with my compile is wrong.

Release a nightly build then i can test someone else build

Current search path:

```
/home/gameserver/et/testbox/legacy/pak3_v2.70rc1.pk3 (691 files)
/home/gameserver/et/testbox/legacy/etl_bin_v2.70rc1.pk3 (6 files)
/home/gameserver/et/testbox/legacy
/home/gameserver/et/legacy
/home/gameserver/et/etmain
/home/gameserver/et/etmain/pak2.pk3 (22 files)
/home/gameserver/et/etmain/pak1.pk3 (10 files)
/home/gameserver/et/etmain/pak0.pk3 (3725 files)
/home/gameserver/et/etmain/mp_bin.pk3 (6 files)
/home/gameserver/et/etmain
```

#7 - 04.04.2013 16:50 - 100zherBG

I haven't reproduced this issue at my ET: Legacy 2.71 RC1 & No Quarter 1.2.9 Beta6 & Omni-Bots 0.82 Linux server (78.83.50.4:27960). My current configuration is a <http://iyi.stozher.com/> (add /web-downloads/etwolf/ to address).

I see other strange issue before week at your server Harlekin. I'm at work currently and don't test at this time...

If spectate omnibot outside of player, strange long distance wrap appear. Player body disappear at after second or two appear at new position for example at other side of street. If spectate from player view I haven't see this issue.

#8 - 09.04.2013 16:32 - ailmanki

Harlekin - have you also updated omnibots? And which cvars are set for the bots? And do you have anti-wallhack enabled?

100hzerBG - The wrapping of players - sounds like you have anti-wallhack enabled?

#9 - 19.04.2013 12:38 - IR4T4

- *Category changed from Client to Mod CGAME*

#10 - 29.04.2013 18:48 - Harlekin

This settings cause the bug on my server. Removed them and everything is fine.

```
set sv_wh_active "1"
set sv_wh_bbox_horz "30"
set sv_wh_bbox_vert "60"
set sv_wh_add_xy "1"
```

#11 - 29.04.2013 21:09 - IR4T4

- Status changed from Feedback to Invalid

closed: same issue as #268

Files

2013-03-22-180645-radar.jpg	30 KB	22.03.2013	Harlekin
2013-03-22-180648-radar.jpg	268 KB	22.03.2013	Harlekin