

ET: Legacy Development - Bug #268

WH prediction anomalies / bugged compass- and commandmap

27.03.2013 19:50 - IR4T4

Status: New	% Done: 10%
Priority: Normal	
Assignee:	
Category: Server	
Target version: ALL	
OS:	Arch:
Description From Cinco http://www.dev.etlegacy.com/boards/3/topics/364 "When hovering in a corner is not able to see the players as they if they see you. The HUD compass does not reflect the team's situation. Anomalies occur when players are in different vertical planes, you may not see the head and the body disappears. sv_wh_bbox_horz and vert are default."	
Related issues: Related to ET: Legacy Development - Bug # 264: Bugged Compass and Commandmap Invalid 22.03.2013	

Associated revisions

Revision 4ccf686b - 25.07.2013 16:57 - IR4T4

server: better limits & default values for sv_wh_bbox cvars
refs #268

see

http://dev.etlegacy.com/projects/etlegacy/wiki/Set_up_Features#Wallhack-prediction

History

#1 - 27.03.2013 20:41 - RaFaL

- File 2013-03-27-130417-school.jpg added

#2 - 29.04.2013 21:10 - IR4T4

- Subject changed from WH prediction anomalies to WH prediction anomalies / bugged compass- and commandmap

#3 - 29.04.2013 21:28 - ailmanki

The current anti-wallhack is slightly buggy.
I made a youtube movie some time ago, showing some of the issues.
<http://www.youtube.com/watch?v=vobJyRhR3ZE>

I have tried to fix the code, but I am not sure where the problem is.
As far as I can tell, the code uses a trace to see if a point is visible or not. Now the problem is that some "brushes" can be seen through, but the antiwallhack seems them like a solid.

It can be seen in the movie I made. The palms have a huge playerclip - which blocks movement, but not the sight or bullets. And it seems that the antiwallhack does not differe there.

Lastly the command map issues and other issues .. are cause of this antiwallhack.
The antiwallhack alters the information of the position of a player, so they will appear at wrong place. Either above or below you - it can be seen when you start the game with devmap, and toggle r_shownormals.

#4 - 03.06.2013 12:38 - IR4T4

- % Done changed from 0 to 10

Leaning (I think this is done on attached image <http://dev.etlegacy.com/attachments/download/148/2013-03-27-130417-school.jpg>) should be fixed with <http://www.dev.etlegacy.com/projects/etlegacy/repository/revisions/8f074a9c473692305d459f6cc04bd10bedee20d7>

#5 - 25.07.2013 17:13 - IR4T4

@ailmanki:

I've optimized the default values of sv_wh_bbox* cvars in my eyes and fixed some range limits. See also http://dev.etlegacy.com/projects/etlegacy/wiki/Set_up_Features#Wallhack-prediction.

#6 - 22.02.2015 12:23 - IR4T4

- Description updated

Files

2013-03-27-130417-school.jpg	265 KB	27.03.2013	RaFaL
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