

## WCS ERROR REPORT TOPIC

Posted by Pooky - 29 Dec 2010 14:42

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**Any wcs related errors/bugs can be posted here.**

**If they are fixable, we'll fix it 😊  
Otherwise we'll just have to wait for a new wcs patch**

**Check Changelogs [Here](#)**

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## Re: WCS ERROR REPORT TOPIC

Posted by Pooky - 01 Jan 2011 15:46

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Fixed Unholy ultimate, Cowboy Lasso & Ranger invis

Ty for reporting

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## Re: WCS ERROR REPORT TOPIC

Posted by M3ntoz - 02 Jan 2011 11:10

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i gave u karma and a thank you! xD

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## Re: WCS ERROR REPORT TOPIC

Posted by M3ntoz - 08 Jan 2011 16:23

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molecule is bugged, i maxed the speed skill and i had like a speed from 100000% percent

edit: vagabond has like flame predator invisible and with the blink he goes 100% invisible, without the ultimate, should be more like rapscallion blinking i think.

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## Re: WCS ERROR REPORT TOPIC

Posted by Pedosaurus - 18 Jan 2011 16:31

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Hi on Panorama rematch doesn't work

At least i've played it till lvl 16 (max lvl) and i didn't got it any time while playing it

Thanks and see you soon <sup>†</sup>

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## Re: WCS ERROR REPORT TOPIC

Posted by Pooky - 18 Jan 2011 17:27

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Thanks for report Pedosaurus

( ps : da's een wreed foute naam kerel ! )

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## Re: WCS ERROR REPORT TOPIC

Posted by M3ntoz - 21 Jan 2011 12:50

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NuE: oh y i just found a bug

NuE: as rascallion

NuE: and meeting a light bender

NuE: want me to tell you bout it?

M3ntoz: sure

NuE: when i use my ulti as rascallion

NuE: and get sucked into disco ball

NuE: i can move after it let go of me

NuE: COMPLETELY INVISIBLE

NuE: only bloodstains can reveal me

NuE: the knife isnt even shown

## Re: WCS ERROR REPORT TOPIC

Posted by Pooky - 21 Jan 2011 14:01

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Nothing can be done bout that. It's just the way the skills are scripted. I'll explain quick

\* Rapsclalion ulti Activation : You go invis & Freeze is set to 1

\* Light Bender ulti Activation : You get teleported & Freeze set to 1

\* Then after server\_var(duration) : You're Freeze is set to 0, because of light bender, but the invis from rapscalion ulti is still activated, since you "should" still be frozen.

There's nothing i can do such "Bugs" , unless perhaps, make the server check first if the targeted player is invis before triggering , but hence there are 3 different commands to make complete invis, it would become a very long script...

Only solution, tell the player in question to press his ultimate key, so the rapscalion ulti get's "Deactivated" and becomes visible again. This scenario shouldn't occur too often, since it's just coincidence that he gets picked out by the ulti, just the sec he's in invis 😊

Ty for report though

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## Re: WCS ERROR REPORT TOPIC

Posted by TheBlackWaltz - 21 Jan 2011 16:54

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Could we not set a counter while invis if counter > 1 then uninvis ?

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## Re: WCS ERROR REPORT TOPIC

Posted by Pooky - 21 Jan 2011 17:01

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Same Result. On the server we use 3 kinds of invis commands ( They differ for special perpouses )

\* wcs\_setfx invis; wcs\_setfx invisp ; es\_setplayercolor (

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## Re: WCS ERROR REPORT TOPIC

Posted by Grim4118 - 20 Feb 2011 17:14

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whenever i use an ultimate the ultimate changes. For example when i am spiderman my ultimate will change from teleporting with webs to flying around the map (like archmage, dragonfly...)

[http://www.twkgaming.com/hlstats/sig.php?player\\_id=5413&amp;background=random](http://www.twkgaming.com/hlstats/sig.php?player_id=5413&amp;background=random)

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