

WCS ERROR REPORT TOPIC

Posted by Pooky - 29 Dec 2010 14:42

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 - 20 Nov 2011 13:48

cheers for the feedback, not much i can do though.

For some very weird reason wcs fails bit by bit, without me or anyone else with ftp changing anything. I can reinstall the plugin...

Our wcs mod is running like 3 versions behind the newest wcs, but this latter has got it's own specific errors, that would cause more harm than the one we use now (their weapon restrictions are totally messed up) So i'm waiting till the wcs plugin scripters get it right 😊

Peace Out

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Re: WCS ERROR REPORT TOPIC

Posted by Chifilly - 22 Nov 2011 08:47

I remember the first time I ever played WCS (which was quite a while ago) and the mod was nearly perfect. No frequent crashes, very little weird bugs, practically no major problems really, then Valve decided to mess with the Source Engine and mess it all up -_-

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Re: WCS ERROR REPORT TOPIC

Posted by substick - 25 Nov 2011 16:40

The matrix blind is ridiculous, you are completely blind for too long and it happens every time you get hit.

Edit: Butterfree still freezes you for a stupid amount of time 🙄

Edit 2: Tactical Sub-Machine-Gunner has a skilled called Sacrificed Life that is mega imbalanced. Basically when the guy who plays this race dies. The whole of his team get mega mega fast speed; its really hard to play with the speed and against it.

Ninetails ultimate doesn't work either.

I don't know if this is true but I have been told that Golem's ultimate doesnt work as well

Marine class ultimate is supposedly buggy as well. Supposedly sometimes doesnt do any damage and sometimes 1 shots people, I know this has been brought up with crypt lord but I though I would just say it again 🙄

Just found out another one, supposedly spy hunter has a really really really high evade rate 🙄

Sorry for the long list Pooky and Penguin 🙄
Perhaps if you don't have the time to do these just now maybe you should temporarily remove them from the server 🙄

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Re: WCS ERROR REPORT TOPIC

Posted by Killswitch - 25 Nov 2011 21:22

substick wrote:

Marine class ultimate is supposedly buggy as well. Supposedly sometimes doesnt do any damage and

sometimes 1 shots people, I know this has been brought up with crypt lord but I though I would just say it again 😊

In addition to this, I would also like to add Artillery adds the Armor bonus you are meant to remove from the enemy to your HP. (So it's basically leeching and it shouldn't.)

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Re: WCS ERROR REPORT TOPIC

Posted by substick - 25 Nov 2011 23:24

I'm not try to post where with this 😊 but I have edited my post again and I didn't want you to miss it 😊
Once again soz for the bug list

infect: ok so, the bugs i've found:

- Golem -> ultimate doesn't work
- Jareth -> if u kill an ennemy, you can choose between "Destroy Weapon" "Take ennemies Gun"; the 2 "options" don't work
- Venosaur -> ultimate doesn't work
- Ninetails -> ultimate doesn't work
- Marine Class -> It says that you dmg an ennemy for xxx hp, but the ennemy doesn't lose anything. so you can "fill" your health whenever you want
- Vagabond -> Levitation doesn't work so well anymore and also the ultimate it's strange because it has now even a cooltime when you're invisible. that sucks
- The Matrix -> Ultimate doesn't work

Tactical Sub-Gunner -> well you saw, too op

- Spy Hunter -> VERY HIGH evading rate (you can dmg a guy with 600 hits, and he still have 100 hp)
- Darktress -> overall, the race is bugged. As far as I recall, when an ennemy shoots at you, he get burned and throw through the air... here nothing

Matrix race also has a thing that when you kill some1 it respawns them on the spot and you can kill them

again, the proc of this is far to high and people are getting like 5 kills with this because of the respawn.

Serpent wards don't do damage anymore

Extra damage for the majority of the races doesn't work from what I have heard and tried

Last of Avengers respawn doesn't work either

Flameknife king's ultimate doesn't work

I know there are some there i've already mentioned 😊
I'm sorry for posting so many

Orb of frost slows you too much, it almost makes you frozen

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Re: WCS ERROR REPORT TOPIC

Posted by Gimp - 03 Dec 2011 19:18

vagalion- levitation doesnt work

tactical sub-machine gunner- sacred life skill gives waaaay too much hp and speed, like +2.0 speed and +300 health on average

flame predator- levitation doesnt work

human alliance-fully invis

tbh think levitation is buggered for most races

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Re: WCS ERROR REPORT TOPIC

Posted by Killswitch - 04 Dec 2011 00:09

Gimp wrote:

vagalion- levitation doesnt work

human alliance-fully invis

tbh think levitation is bugged for most races

Only on certain maps it's fully invis, and levitation's broken on all races. I think I've reported that one before 🙄

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Re: WCS ERROR REPORT TOPIC

Posted by substick - 04 Dec 2011 09:29

I think we should take butterfree off the server for now because the freeze is ridiculous and people just continually use the race

shadow hunters slow stays forever

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Re: WCS ERROR REPORT TOPIC

Posted by Gimp - 04 Dec 2011 11:40

take off all the pokemon races? all this crap didnt happen before they arrived and most of them are op or bugged

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Re: WCS ERROR REPORT TOPIC

Posted by M3ntoz - 04 Dec 2011 12:51

it seems ftp's changed again so i cant access races atm, srty

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