

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 - 05 Mar 2011 12:55

i'm trying something new with the restrictions. Not sure how it all will turn out, but it might just work 😊

EDIT : didn't work out. Will ask some pro wcs scripters if they have a solution for the weapon_restriction
~ server crashing issue

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Re: WCS ERROR REPORT TOPIC

Posted by deN - 10 Mar 2011 17:32

I don't know if this is the right place to put this, but every time i join the server, i gotta download something
:/ doesn't take long at all, but just kinda annoying

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Re: WCS ERROR REPORT TOPIC

Posted by masteraviv13 - 12 Mar 2011 21:25

hey,

can it be fixed the bug from the race "dragon fly"?

sometimes a player with that race can go very very fast and can only use knife 😊

and it's pretty unnoying ^^

greet's Noobgameon from the wcs server =)

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Re: WCS ERROR REPORT TOPIC

Posted by masteraviv13 - 12 Mar 2011 21:38

Würzi wrote:

I think the ultimate at unholy entity isn't working. Everytime i try to use it,

"Ultimate Darkness : You failed to switch places with a enemy." appears.

that's just because when u maxed the skills it's almost 100% chance you switch places.

if it's only on level 1 you have 15% chance or something =)

greet's Matthias

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Re: WCS ERROR REPORT TOPIC

Posted by Mr.Moo - 15 Mar 2011 12:33

Just a couple I've experienced whilst gaming.

Die Xonvert: Ultimate Broken.

Warcraft Source: 1 Player will randomly get stuck in the floor, text says "press ultimate to come out the floor"; I think the water element may glitch another player.

Blu-Ray: When looking at the sky, if you teleport too quickly, or too near a wall, you become stuck in it.

Rapscallion: Invisibility doesn't always work.

EDIT:

I've had a quick look and I believe the Die Xonvert is having issues with the "new" ES that was released, there is a fix available though.

Did you install FireFix to the server? (apparently that solves a few mixed-race problems that happen too)

Also, apparently this fix, solves the problem of the server crashing due to restrictions...

warcraft-source.com/board/index.php/topi...g80301.html#msg80301

No harm in trying is there?

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Re: WCS ERROR REPORT TOPIC

Posted by masteraviv13 - 19 Mar 2011 10:41

got a question,

can ward races be restricted on small maps like tmpknivesfixed?

cause i just played that map and our team lost with 1-40

and all because 3 or 4 people used serpent wards,

hope you can do soemthing about it,

greetz Matthias (Noobgameon)

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Re: WCS ERROR REPORT TOPIC

Posted by Pooky - 19 Mar 2011 17:50

Mr.Moo wrote:

Just a couple I've experienced whilst gaming.

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No harm in trying is there?

I had typed a very long reply to this post, and for some reason, when i pressed submit, it didn't go through.

Thanks for the effort of posting this.

Water element : No clue why it would not work properly, checked the whole script and can't find any dodgy commands or anything, strange...

Rapscalion : Probably an issue when the ulti is repeated too fast. Same as with Vagalion/vagabond ulti, we use Delay Commands (only about .2 secs a time) to make the ulti work.(The server would crash if the commands were executed all at once). Fix? --> Nothing... Just don't use the ulti like a maniac.

Die Xonvert : I disabled that ulti ages ago, cause it was broke for some unexplainable reason, will look into bringing it back

Blue ray : I think the Range on it was way too high. Gimped it, hope this'll solve the issue.

The links you posted : The server is already running both those patched. Did restriction fix the day it was launched, and the fire fix already fixed a lot of issues caused by our lovely Company Valve.

Thanks for the report(s), sorry i couldn't fix all of it though...

On Masters request : Those people are breaking the rules (Not to use wards in small maps). Next time make demo's and we'll take care of em. I'll look into the map restriction nevertheless

Pooks

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Re: WCS ERROR REPORT TOPIC

Posted by Mr.Moo - 19 Mar 2011 20:26

No worries Pooky, If I see or experience any other bugs I'll let you know.

Thanks for taking the time to reply to my post.

If you need any code(s) or any testing I'm always free.

Die Xonvert now works, woot!

Thanks for taking the time to come on today and add maps and repair a few bugs, muchly appreciated =]

I'll keep an eye out for rule breakers/bugs/map requests etc.

Regards,

Moo

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Re: WCS ERROR REPORT TOPIC

Posted by Pooky - 08 Apr 2011 07:13

Mr.Moo wrote:

1) The server crashed and gave this:

RagdollProp::CreateObjects: Couldn't Lookup Bone oildrum001_physbox

Bad ragdoll for props_c17oildrum001.mdl

I've noticed this sort of error report coming up before crashes quite alot.

2) Rapscaillon has bugs, some players are able to freely run around completely invisible.

3) Jareth's Ultimate is broken>

4) Destiny's Stun's roots freezes players for the entire round.

Cheers,

Moo.

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Re: WCS ERROR REPORT TOPIC

Posted by VooDoo - 27 Apr 2011 19:14

Okay, just wondering if its possible that you can fix the ultimate glitch, when a class goes to use their ultimate, "SOMETIMES" the ultimate is switched, usually with dragonfly. i was playing as confederate, i went to teleport and instead i started flying like dragonfly and i lost my weapon, i was stuck in dragonfly mode for the rest of the round, this has also happened numerous times as legoman.

Thanks for any help

--VooDoo--

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