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 - 27 Apr 2011 19:43

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It's got everything to do with Dragonfly itself normally, i've looked into it, but couldn't see any big errors as such.

Thanks for the reminder though, i'll see what i can do

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Re: WCS ERROR REPORT TOPIC
Posted by Gimp - 27 Apr 2011 20:06

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this isnt so much as an error, but when playing knife races its soooooo annoying when you go to stab someone and because theres a weapon on the floor (usually on small maps like tmp,deagle and ak ones) you cant stab them because you waste about a second picking up the weapon and immediately discarding it, usually resulting in death because your just staring at a guy with a gun for a second or two. if anything can be done, awsome if not its kl ☺

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Re: WCS ERROR REPORT TOPIC
Posted by VooDoo - 27 Apr 2011 20:08

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Gimp wrote:

this isnt so much as an error, but when playing knife races its soooooo annoying when you go to stab someone and because theres a weapon on the floor (usually on small maps like tmp,deagle and ak

ones) you cant stab them because you waste about a second picking up the weapon and immediately discarding it, usually resulting in death because your just staring at a guy with a gun for a second or two. if anything can be done, awsome if not its kl 😊

Gimp, the easiest solution to your problem is to go to Options->Multiplayer->Advanced and then untick the box that says "switch to weapons on pickup"

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Re: WCS ERROR REPORT TOPIC
Posted by Gimp - 27 Apr 2011 20:31

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VooDoo wrote:

Gimp, the easiest solution to your problem is to go to Options->Multiplayer->Advanced and then untick the box that says "switch to weapons on pickup"[/quote]

kk, thx 😊

edit: new to the whole quote thing, so kind of a fail

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Re: WCS ERROR REPORT TOPIC
Posted by Gimp - 29 Apr 2011 14:56

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dont know if this counts as a double post as its got nothing do do with last post and its a while after but anyway, sock of the feather in shopmenu doeesnt stay after the first round u buy it, u loose it and cant buy it again because u havnt died yet

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Re: WCS ERROR REPORT TOPIC
Posted by VooDoo - 29 May 2011 20:52

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Okay, got a problem with one of the races, should be easy to fix, if you don't have time to fix it just send

me the race file and ill do it myself 🙂

Race: Shadow Shock

Problem: When the ultimate is used, it becomes similar to Panorama the race, it allows you to step up to higher surfaces without jumping, this only lasts 5 seconds then *ERROR* The race should revert its step-up height to default, instead it reverts itself to below default, this makes the race very buggy and you cannot step up steps/bumps in the map, even the tinyst bumps in the map your player will get caught on. this makes the player unable to step up any objects and makes it almost impossible to get up stairs.

Thankyou

--VooDoo--

PS sorry for the essay but its quite hard to explain in little words.

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Re: WCS ERROR REPORT TOPIC
Posted by Pooky - 30 May 2011 11:01

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Cheers mate 🙂

I'll look into it

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Re: WCS ERROR REPORT TOPIC
Posted by Gimp - 10 Jun 2011 12:15

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on the new race scorpio, the crouch invis doesnt wrk

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Re: WCS ERROR REPORT TOPIC

Posted by Pooky - 17 Jun 2011 17:41

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I'll look into scorpio, it's a dodgy script for that skill tbh.. Used to work on test though

If there are any other things you can think of what might improve the server's gameplay, just give it a go and write it down here !!

Like Overpowered races making people leave ; New maps (post in map suggestions) ; Race bugs ...

Cheers

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Re: WCS ERROR REPORT TOPIC

Posted by Gimp - 17 Jun 2011 17:44

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will do
, an u could jst make it like 70% invis always if it dnt wrk

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