

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 reacT - 07 Nov 2011 19:20

Agreed, maybe up it to 8000, so it costs half of maximum funds?

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Re: WCS ERROR REPORT TOPIC

Posted by Player3 - 08 Nov 2011 05:26

Yeah, but its annoying having to sit there and wait out a round, especially when its a big/campy map. Also, cheap respawning keeps you on your toes. You have to watch out for someone that might respawn. Its part of the game.

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Re: WCS ERROR REPORT TOPIC

Posted by substick - 08 Nov 2011 08:12

Ye we need respawns xD It's good when people kill me and think that they are free from getting awped in the head xD then I jump round the corner again and shoot them xD

But yes I think the price needs to be raised

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Re: WCS ERROR REPORT TOPIC

Posted by Deathkitten - 08 Nov 2011 13:41

oh definitely, respawning is fine, it's just the sheer number of which any one person can respawn in each round is ridiculous, if someone has like maximum funds, they can respawn like 5 times in 1 round, plus if they get enough kills they probably can respawn again.

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Re: WCS ERROR REPORT TOPIC

Posted by AL Azif - 08 Nov 2011 15:13

Player3 wrote:

Yeah, but its annoying having to sit there and wait out a round, especially when its a big/campy map. Also, cheap respawning keeps you on your toes. You have to watch out for someone that might respawn. Its part of the game.

the main reason people have to wait ages for a new round is cause of a select group of people respawning over and over again. some even going to the extent of picking a race with a build in respawn to die and respawn cause of the skill die again and buy a respawn to repeat the process.

less respawns = faster rounds.

and you can only respawn if oyu have the money for it. wich most of the time is the winning team/top players. cause they are the ones with the money the people with no money are forced to wait even longer for a new round

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Re: WCS ERROR REPORT TOPIC

Posted by Chifilly - 10 Nov 2011 22:18

Race: Golem

Problem: When you get team switched (unsure whether it's with manual, but known with auto team balance) you get an extra 200hp

Race: Butterfree

Problem: Someone said the agility thing "Lowers gravity, and adds long jump" which seems odd, and they say the fly is awful. Also, the "sleep" last too long in my opinion

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Re: WCS ERROR REPORT TOPIC

Posted by Killswitch - 11 Nov 2011 21:10

Chifilly wrote:

Race: Butterfree

Problem: Someone said the agility thing "Lowers gravity, and adds long jump" which seems odd, and they say the fly is awful. Also, the "sleep" last too long in my opinion

In addition to this, last time I checked, when you spawn with it it'll say something along the lines of "Extrem Speed + Wings" which to me implies there's ++ Speed, and there isn't. But that could be just me.

Edit:

Race: Cowboy

Problem: The Lasso skill gets your opponent stuck in a wall behind you, sometimes you are unable to kill them as they may be so far in. This skill is meant to be the same as Link's Grappling Hook.

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Re: WCS ERROR REPORT TOPIC

Posted by Killswitch - 13 Nov 2011 12:55

Apologies for the double post, but I've just noticed a big problem.

You no longer die when you change race whilst alive, which causes a lot of issues on other races.

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Re: WCS ERROR REPORT TOPIC

Posted by Pooky - 13 Nov 2011 12:59

After picking a new race, you'll change race on the end of the round. I changed it to that, though it would be better ?

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Re: WCS ERROR REPORT TOPIC

Posted by Killswitch - 13 Nov 2011 13:21

Pooky wrote:

After picking a new race, you'll change race on the end of the round. I changed it to that, though it would be better ?

I don't know if it's related or not but I've noticed Rapscaillon's gravity doesn't work. Apparently, Laser Light Show's (if i remember correctly) doesn't work either from what I'm told and there's most likely more.

Again, dont know if it's related, but...

Edit: Sock of the Feather in the shopmenu doesn't work either.

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