Subject: Burst fire netcode glitch
Posted by Veyrdite on Tue, 02 Sep 2008 08:06:48 GMT
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Whenever you burst fire with a fast-firing weapon (and count how many bullets you have shot) the server will change the ammunition in your clip to a slightly different number of that you started with minus how many bullets you have shot.
In some circumstances, with rocket-launchers, I have been able to squeeze 7+ rockets out of a clip by timing my clicks.

I experience this while using either an auto-rifle and a chain-gun a lot while playing on overseas (high lag) servers.

Do you believe this is a tactic or a glitch that needs to be fixed?

Subject: Re: Burst fire netcode glitch
Posted by sadukar09 on Tue, 02 Sep 2008 10:51:52 GMT
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I heard if you hug a wall or go in a bunker and shoot a the right angles, you can get infinite bullets.

Subject: Re: Burst fire netcode glitch
Posted by XCorupt69 on Tue, 02 Sep 2008 13:11:52 GMT
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sadukar09 wrote on Tue, 02 September 2008 06:51I heard if you hug a wall or go in a bunker and shoot a the right angles, you can get infinite bullets.

Doing this in a special way and you can have infinite timed c4's, it goes to 0, then 1 when it deploys and just keeps doing it, AND this is why sometimes with gunner when you are at 1, you get 2 more rockets because it fires on 0.

Subject: Re: Burst fire netcode glitch
Posted by NukeIt15 on Wed, 03 Sep 2008 16:38:20 GMT
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Quote:Do you believe this is a tactic or a glitch that needs to be fixed?

How the fuck could it be anything but a glitch? Your ammo counter says you have 6 shots left; that's exactly how many you should be able to fire. If you fire more than that, especially if you know you're doing it and could avoid doing it if you so chose, then you're abusing an exploit and deserve a kick/ban.

Subject: Re: Burst fire netcode glitch
Posted by _SSnipe_ on Thu, 04 Sep 2008 05:05:33 GMT
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all of the above is true and also glitches

Subject: Re: Burst fire netcode glitch
Posted by Veyrdite on Thu, 04 Sep 2008 07:31:36 GMT
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NukeIt15 wrote on Thu, 04 September 2008 02:38Quote:Do you believe this is a tactic or a glitch that needs to be fixed?

How the fuck could it be anything but a glitch? Your ammo counter says you have 6 shots left; that's exactly how many you should be able to fire. If you fire more than that, especially if you know you're doing it and could avoid doing it if you so chose, then you're abusing an exploit and deserve a kick/ban.
The problem is you do it whenever you use a fast-firing gun. It is only noticeable when burst-firing but It may also have a larger effect when burst firing.

Burst firing is a tactic used by many players anyway, to say it's glitch exploiting and kicking/banning the offender would be the equivalent of kicking/banning someone because they are walking in-game and have an MVP.

The glitch of click-timing slow-firing weapons however, such as rockets, should be stoppable with programs such as BIATCH. The last time I tried this was when I discovered it a few years ago, before the program was founded.

But it is possible that those extra projectiles are only visible and do damage on the shooter's client. Are other players being effected by them or is the server expecting the player to have an empty clip?

Subject: Re: Burst fire netcode glitch
Posted by CarrierII on Thu, 04 Sep 2008 10:52:23 GMT
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hits (and ammo I think) are calculated client side (hence why ren's so vulnerable to cheats) therefore I imagine that 7th rocket will do damage.

Subject: Re: Burst fire netcode glitch
Posted by NukeIt15 on Fri, 05 Sep 2008 15:28:34 GMT
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I said nothing about glitches causing additional damage without you noticing or being able to avoid it... but if you do notice, and you can avoid it, you ought to- otherwise you are guilty of abusing an exploit. It doesn't matter how pervasive or useful it is, it is still an exploit.

Rapid-fire weapons are one thing, because you'd have to be some kind of superhuman to count every single bullet you fire- but with the shotgun, grenade launcher, rocket launcher, etc... you're firing less than ten shots before a reload, spaced more than a quarter-second apart. Accidentally getting extra shots out of a low-DPS, high-RoF weapon like the minigun is one thing; intentionally timing your clicks to get a 7th rocket or a 9th grenade is quite another. At that point, it goes into the same category as the 'ol scoped movement glitch or any of the other exploits that have been called "skills" over the years.

Both need fixing, but there is a difference between glitching due to lag and using a known exploit to gain advantage.

Subject: Re: Burst fire netcode glitch
Posted by candy on Sat, 06 Sep 2008 15:36:01 GMT
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the 7th rocket will do damage
i've had this alot with a havoc/sakura
when i'm almost certain i shot 4 bullets, sometimes a 5th bullet is still in my clip
and yes, u can kill with it

Subject: Re: Burst fire netcode glitch
Posted by ErroR on Sun, 07 Sep 2008 08:22:38 GMT
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there is one more bug if ur burst fire takes for example 20 of the ammo (burst ammo count i think) but u have for eg 10 it still shoots the same ammount of ammo. It costs 20 u have 10 it still takes 10 and does the same (with any ammo nr lower that the one it costs)

Subject: Re: Burst fire netcode glitch
Posted by Hitman on Wed, 10 Sep 2008 10:59:36 GMT
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yeah i remember a few times when i was like shooting 8 bullets with gunner without reloading ;/ shit got nasty

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