
Subject: That weird team bug that only happens rarely...

Posted by [reborn](#) on Sat, 26 Feb 2011 13:48:57 GMT

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I have no idea how it happened or how to reproduce it. It's also probably not worth looking into as it is so rare, but it happened to me today so I recorded it...

http://www.youtube.com/watch?v=GyXaHd7esZo&feature=youtube_gdata

You can't see much on the low resolution, but up the res to 720 and you can see well enough what was happening.

Subject: Re: That weird team bug that only happens rarely...

Posted by [Generalcamo](#) on Sat, 26 Feb 2011 14:27:45 GMT

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I can confirm this, I have seen this happen in the Renegade Stand Alone mod, A Path Beyond.

Subject: Re: That weird team bug that only happens rarely...

Posted by [F1r3st0rm](#) on Sat, 26 Feb 2011 20:38:37 GMT

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it's not that important imo

Subject: Re: That weird team bug that only happens rarely...

Posted by [HaTe](#) on Sun, 27 Feb 2011 07:43:36 GMT

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It happens 1/3 games for me. The only actual advantage/disadvantage it brings is that sometimes the other team can end up seeing his credit amount.

The gray name "ghost" bug is even more of a pain in the ass tbh....it happens when a player direct connects to a server he is already in, while using the same nickname. He joins with a grey name after doing so, and other players who direct-connected cannot see his points, credits, kills, deaths, etc.

Subject: Re: That weird team bug that only happens rarely...

Posted by [Spyder](#) on Sun, 27 Feb 2011 10:38:48 GMT

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HaTe wrote on Sun, 27 February 2011 08:43 It happens 1/3 games for me. The only actual advantage/disadvantage it brings is that sometimes the other team can end up seeing his credit

amount.

The gray name "ghost" bug is even more of a pain in the ass tbh....it happens when a player direct connects to a server he is already in, while using the same nickname. He joins with a grey name after doing so, and other players who direct-connected cannot see his points, credits, kills, deaths, etc.

I think the gray name "ghost" bug is server dependent, because most servers will give you a "joining game..." screen and then time-out when you try to join with the same nickname twice.

Subject: Re: That weird team bug that only happens rarely...
Posted by [Gen_Blacky](#) on Sun, 27 Feb 2011 17:55:28 GMT
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double post

Subject: Re: That weird team bug that only happens rarely...
Posted by [Gen_Blacky](#) on Sun, 27 Feb 2011 17:58:35 GMT
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I see this bug a lot its not that rare. It would be nice to see if fixed but it is not a big problem.

HaTe wrote on Sun, 27 February 2011 00:43

The gray name "ghost" bug is even more of a pain in the ass tbh....it happens when a player direct connects to a server he is already in, while using the same nickname. He joins with a grey name after doing so, and other players who direct-connected cannot see his points, credits, kills, deaths, etc.

That is from Resurrection and its when the a player is in game and reconnects and replaces the ghost. Sometimes it doesn't update for the client.

Subject: Re: That weird team bug that only happens rarely...
Posted by [HaTe](#) on Sun, 27 Feb 2011 21:16:27 GMT
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Thought that's what I had said....guess not. But yeah, it's much more annoying then the bug posted, but similar as well.

Subject: Re: That weird team bug that only happens rarely...

Posted by [_SSnipe_](#) on Tue, 05 Apr 2011 16:12:36 GMT

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Iv seen this before plenty of times, I believe almost all the times I was running RR when it happened.
