Subject: Re: Changelist for scripts.dll 4.0
Posted by blly on Wed, 20 Aug 2008 15:23:02 GMT
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trooprm02 wrote on Wed, 20 August 2008 09:41Just remembered 2 things,

1)fixing the bug where you just "push" enemies and not actually kill/boink them, im guessing this is a lag related issues but sometimes you push em for a while (running in air animation?) and then they die, or sometimes they don't even die.

2)vehicles getting stuck (gdi apc between 2 rocks on base to get on wall, nod apc under near that rock near ob tunnel).

and you get stuck on mesa inbetween rock and hon in arty

and walls, mammy sometimes gets stuck over the side.