
Subject: Treason!

Posted by [RTsa](#) on Mon, 02 Mar 2009 13:54:35 GMT

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It's a rare bug, but a bug regardless. Sometimes, when you join a game that's already loading the next map (or something like that, I'm not 100% sure how to reproduce it) you might see a player on the opposite team that he really is.

For everyone else, it works just like normal. When this happens, you get kill messages like "xxx treasonously killed yyy". To my knowledge there's no actual difference in gameplay or anything - it's just a visual bug. But sometimes a very confusing one.

Anyway, if you stay on the server it goes away when the player in question (luigi in my screenshot) changes teams. So it could go on like that for multiple maps.

Fixable? Fixed?

File Attachments

1) [treason.jpg](#), downloaded 1232 times

m0a0n7er: i'm ready with apache
dortor killed bartbas
dortor: Affirmative
big5932 has left the game.
dortor: I'm in position.
dortor: I'm in position.
marulisu killed daalthomp
chaldeans: free stealth tank

luigive

