
Subject: Glitch or No Glitch?

Posted by [Brandon](#) on Mon, 06 Apr 2009 04:37:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

I have a scenario and a weird "glitch". I'd like some suggestions on what could have possibly caused it.

Server: TBA

Map: C&C_Complex.mix

GDI players: 2

Nod players: 3* (third player crashed at map start and rejoined before we got half way to the WF door)

Both my partner and I on Nod are running scripts 3.4.4

So my partner and I are on Nod. I'm an Engineer and he is a Soldier. We walk across the center of the map (over the hill), kill an enemy Engineer while taking minimal damage ourselves. We make it into the GDI Weapons Factory and no one is inside. Naturally we toss our C4 onto the MCT and have yet to hear a door open. I'm standing on the platform by the MCT while tossing my C4 onto the MCT. All of a sudden my partner dies and I'm taking hits from behind. In a matter of 3 seconds we went from 100% health and around 50% or so shields each to absolutely nothing (ie. we died rapidly and no one was inside the building).

Glitch or no glitch?

I rolled back my camera to see who was behind me and how I died. I see the 3d model of a pair of hands holding a pistol in midair. There is nothing more attached to the 3d model, no body or anything. My partner says that he saw (on his screen) a GDI player exiting the vehicle bay after we died.

Other important note: The other guy on GDI was in our Hand of Nod.

Proof: When we respawned a GDI Engineer ran right past us through the front door of the Hand of Nod and deployed C4 on our MCT.
