Subject: Re: Looking for someone to play-test single player
Posted by zeratul on Mon, 26 Jan 2015 13:52:42 GMT

I'll tell you now, from past 4.0 type scripts, that the boss fight with mutant Raveshaw bugs if you damage him too quickly. He won't jump up as he is supposed to and, sometimes, stops moving entirely.
That's assuming 4.2 didn't deal with that.
To reproduce:
Damage him quickly. The laser rifle, personal ion cannon, rocket launcher, and similar weapons seem to damage him fast enough for it to bug. It's possible it does it either way, but I remember it doing it if he is damaged too quickly.

I can reinstall, install 4.2, and go through single player again if need be.