Subject: Invisible Mobius
Posted by terminator 101 on Wed, 20 Aug 2008 05:49:05 GMT
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So I decided to finally finish Singleplayer after 2 years (I stopped at the beginning of the last mission, probably got hooked on Deus Ex). So I get to the Mobius Escort mission, and help him find his suit.
He gets into his suit, says something about radio not working, and then it happens... After I regain control, Mobius is gone, but I can still hear his voice.

I can still continue the mission (Did not get to the end because I wanted the highest rank, and I kept dying and restarting), but Mobius can't shoot, can't be seen (not even by enemies), and best of all, is invincible.

I have never seen this glitch before, and of course restarting the mission several times did not fix it, but then again it is a good thing when you don't have a monkey (with AI worse than a monkey) on your back

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Subject: Re: Invisible Mobius
Posted by Ryu on Wed, 20 Aug 2008 05:55:03 GMT
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Something to do with the new scripts.dll.. you might have to downgrade to patch 1.37 again.

Subject: Re: Invisible Mobius
Posted by _SSnipe_ on Wed, 20 Aug 2008 06:16:50 GMT
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Ryu wrote on Tue, 19 August 2008 22:55Something to do with the new scripts.dll.. you might have to downgrade to patch 1.37 again.
i had same problem....

Subject: Re: Invisible Mobius
Posted by Goztow on Wed, 20 Aug 2008 06:26:14 GMT
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Remove the custom scripts and rename scripts2.dll -> scripts.dll .

Subject: Re: Invisible Mobius
Posted by Lone0001 on Wed, 20 Aug 2008 06:51:19 GMT
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I played through Sinple Player with Scripts 3.4.4 and never had one bug/glitch.

Subject: Re: Invisible Mobius
Posted by bisen11 on Wed, 20 Aug 2008 07:30:52 GMT
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That happened to me. Then when I died and quickloaded he was there.

Subject: Re: Invisible Mobius
Posted by T0RN on Wed, 20 Aug 2008 10:57:14 GMT
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That happend to me too recently. All I did was download a new Mobius skin just for that mission and then he was visible. lol
Strange

Subject: Re: Invisible Mobius
Posted by terminator 101 on Wed, 20 Aug 2008 12:17:24 GMT
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Ryu wrote on Wed, 20 August 2008 01:55Something to do with the new scripts.dll.. you might have to downgrade to patch 1.37 again.
Why? I like this glitch. It saves lots of frustration.

I just wish it also happened in the very first Sidney rescue and escort mission. I got really pissed at her after she walked ahead of me into the final courtyard, and got killed by that annoying rocket soldier right above the doors.

Subject: Re: Invisible Mobius
Posted by CarrierII on Wed, 20 Aug 2008 12:27:56 GMT
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When this happens to me, the mission doesn't freaking end.

Subject: Re: Invisible Mobius
Posted by terminator 101 on Wed, 20 Aug 2008 13:13:36 GMT
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Oh, are you saying that even after I finally manage to get to the end of the mission (after restarting

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it 8+ times), it won't end? Noooooooooo.

What the hell? All I did was install renguard and both core patches. Nothing else.

Subject: Re: Invisible Mobius
Posted by cmatt42 on Wed, 20 Aug 2008 16:52:55 GMT
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Goztow wrote on Wed, 20 August 2008 01:26Remove the custom scripts and rename scripts2.dll
-> scripts.dll .
This. You can put everything back after that mission.

Subject: Re: Invisible Mobius
Posted by Canadacdn on Thu, 21 Aug 2008 04:46:43 GMT
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bisen11 wrote on Wed, 20 August 2008 02:30That happened to me. Then when I died and
quickloaded he was there.

Same here, although I enjoyed the level a lot more without Mobius sprinting off and dying.

Subject: Re: Invisible Mobius
Posted by havoc9826 on Sat, 23 Aug 2008 03:20:35 GMT
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Either the scripts removal+replacement method or the quickload method will work, but only the
scripts one will let you get 5 stars on the mission I pointed this out to jonwil on IRC over 2 years
ago with these videos, but he never really bothered looking into it. Oh well. It's fun watching
disembodied footsteps running around on the floor, though   And as you can see, the mission will
really not end if Mobius' model isn't present. You can just quicksave and quickload at the end if
you don't care that you won't get 5 stars on the mission, though.

Subject: Re: Invisible Mobius
Posted by terminator 101 on Sat, 23 Aug 2008 05:17:30 GMT
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What if I Quickload the previous mission? Will that help? My time on it was so terrible that I won't
get 5 stars even if I wanted to.

I really want to get 5 stars in this mission.

Sure, you can load the previous level's file and then go into the new level, or you can just select the level directly and try to do it when you start with only a pistol. You just have to run through the level in under 15 minutes (maybe 20, not sure), killing all the Nod Officers at the end just in case, without dying or loading to get 5 stars.