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Subject: Couple things about fixes/exploits etc  
Posted by [DutchNeon](#) on Mon, 19 Jan 2009 16:24:57 GMT  
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1.

Are missing 'textures' also fixed with the TT patch? I mean that this:

Has to be like this (although it seems that those 'MCT screens' are different for each building):

2.

Is the lag/map exploit already known on Canyon, where you can use this part of the 'tunnel' (red) + lag, which causes you to move to the blue part of the Bunker (where you really are), while your view of your character stays in the green part:

The fake 'view/shooting' of your character (huge shaking screen), which allows you to get kills around corners:

3.

Are we gonna get an automatic reloaded pistol at the start of a match? At 'pure/hardly modified' servers, you always have to reload your pistol at the start of the round, because it starts with 0 rounds.

4.

Are there more 'vehicle blockers' added on certain maps, to prevent vehicles getting at certain spots/getting stuck?

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Subject: Re: Couple things about fixes/exploits etc  
Posted by [RTsa](#) on Mon, 19 Jan 2009 18:04:11 GMT  
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DutchNeon wrote on Mon, 19 January 2009 18:24

4.

Are there more 'vehicle blockers' added on certain maps, to prevent vehicles getting at certain spots/getting stuck?

That'd be extremely useful. We should probably report the places you easily get stuck with vehicles so at least most could be fixed, eh?

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Subject: Re: Couple things about fixes/exploits etc  
Posted by [StealthEye](#) on Mon, 19 Jan 2009 20:45:55 GMT

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We do not have a active guy doing leveledit work, 1, 2 and 4 seem to require LE changes that will not be done until we have someone who can do these. The pistol bug has been fixed though; you no longer have to reload.

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Subject: Re: Couple things about fixes/exploits etc  
Posted by [ArtyWh0re](#) on Tue, 20 Jan 2009 12:55:51 GMT

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StealthEye wrote on Mon, 19 January 2009 22:45We do not have a active guy doing leveledit work, 1, 2 and 4 seem to require LE changes that will not be done until we have someone who can do these. The pistol bug has been fixed though; you no longer have to reload.

Awsome, its just so irratating to have to reload the pistol everytime you get another character, and if you forget to do this then it might might make you loose in a fight.

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Subject: Re: Couple things about fixes/exploits etc  
Posted by [ErroR](#) on Tue, 20 Jan 2009 13:03:49 GMT

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1 needs a gmax change, or maybe LE too, in gmax it requires 1 digit to be changed (in the name of the mtc screen) so it displays the mtc right

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Subject: Re: Couple things about fixes/exploits etc  
Posted by [Goztow](#) on Tue, 20 Jan 2009 13:20:10 GMT

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Surely you could get a LE specialist on the team?

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Subject: Re: Couple things about fixes/exploits etc

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Posted by [GEORGE ZIMMER](#) on Tue, 20 Jan 2009 15:40:38 GMT

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Yeah, even I could do various LE work. It's hardly a difficult thing.

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Subject: Re: Couple things about fixes/exploits etc

Posted by [RTsa](#) on Tue, 20 Jan 2009 22:46:30 GMT

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Goztow wrote on Tue, 20 January 2009 15:20 Surely you could get a LE specialist on the team? Indeed. There must be some still here..

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Subject: Re: Couple things about fixes/exploits etc

Posted by [\\_SSnipe\\_](#) on Wed, 21 Jan 2009 00:52:47 GMT

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RTsa wrote on Tue, 20 January 2009 14:46 Goztow wrote on Tue, 20 January 2009 15:20 Surely you could get a LE specialist on the team?

Indeed. There must be some still here..

Ya pick out some good LE modders, I know reborn it ok at it and Canadacdn is pretty good and etc

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Subject: Re: Couple things about fixes/exploits etc

Posted by [Genesis2001](#) on Wed, 21 Jan 2009 04:37:02 GMT

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SSnipe wrote on Tue, 20 January 2009 17:52 RTsa wrote on Tue, 20 January 2009 14:46 Goztow wrote on Tue, 20 January 2009 15:20 Surely you could get a LE specialist on the team?

Indeed. There must be some still here..

Ya pick out some good LE modders, I know reborn it ok at it and Canadacdn is pretty good and etc

---

[zunnie, Wilost0rm], or reborn.

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Subject: Re: Couple things about fixes/exploits etc

Posted by [ErroR](#) on Fri, 23 Jan 2009 15:25:27 GMT

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Zack wrote on Wed, 21 January 2009 06:37 [zunnie, Wilost0rm], or reborn.  
or both (or all )

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Subject: Re: Couple things about fixes/exploits etc  
Posted by [mr£Ä\\$Ä-z](#) on Fri, 23 Jan 2009 16:34:37 GMT  
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Im the LE specialist also with ServerSide stuff, but i wont help.

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Subject: Re: Couple things about fixes/exploits etc  
Posted by [Caveman](#) on Fri, 23 Jan 2009 16:36:37 GMT  
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stuff, but i wont help.

If you aren't willing to help then why post? Just goes to show that people around here really are immature.

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Subject: Re: Couple things about fixes/exploits etc  
Posted by [Hitman](#) on Fri, 23 Jan 2009 17:33:41 GMT  
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stuff, but i wont help.  
then stfu...

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Subject: Re: Couple things about fixes/exploits etc  
Posted by [YazooGang](#) on Fri, 23 Jan 2009 20:40:20 GMT  
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10:34Im the LE specialist also with ServerSide stuff, but i wont help.  
then stfu...  
Look whos talking....

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Subject: Re: Couple things about fixes/exploits etc  
Posted by [Genesis2001](#) on Fri, 23 Jan 2009 22:29:39 GMT  
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stuff, but i wont help.

-noun

1. a person who devotes himself or herself to one subject or to one particular branch of a subject or pursuit.

–noun

1. a person who has special skill or knowledge in some particular field; specialist; authority: a language expert.

Specialist, sure you can have that title. I don't give you expert badge though.

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Subject: Re: Couple things about fixes/exploits etc  
Posted by [EvilWhiteDragon](#) on Sat, 24 Jan 2009 00:42:33 GMT  
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the LE specialist also with ServerSide stuff, but i wont help.

–noun

1. a person who devotes himself or herself to one subject or to one particular branch of a subject or pursuit.

–noun

1. a person who has special skill or knowledge in some particular field; specialist; authority: a language expert.

Specialist, sure you can have that title. I don't give you expert badge though.

Well, speciallist is wrong as well, because if he would devote himself then why doesn't he offers his help? Or at least tries to

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Subject: Re: Couple things about fixes/exploits etc  
Posted by [Genesis2001](#) on Sat, 24 Jan 2009 01:00:24 GMT  
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EvilWhiteDragon wrote on Fri, 23 January 2009 17:42Zack wrote on Fri, 23 January 2009

ServerSide stuff, but i wont help.

–noun

1. a person who devotes himself or herself to one subject or to one particular branch of a subject or pursuit.

-noun

1. a person who has special skill or knowledge in some particular field; specialist; authority: a language expert.

Specialist, sure you can have that title. I don't give you expert badge though.

Well, speciallist is wrong as well, because if he would devote himself then why doesn't he offers his help? Or at least tries to

I didn't know exactly how to phrase what I did say, lol. :/

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Subject: Re: Couple things about fixes/exploits etc  
Posted by [Reaver11](#) on Mon, 26 Jan 2009 08:24:59 GMT  
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I can help you guys out with LE stuff.

That wouldnt be a problem.

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Subject: Re: Couple things about fixes/exploits etc  
Posted by [Wilo](#) on Mon, 26 Jan 2009 13:53:33 GMT  
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I will help if you need it.

Just contact me @ St0rm.net.

Regards,

Wilo

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Subject: Re: Couple things about fixes/exploits etc  
Posted by [danpaul88](#) on Mon, 26 Jan 2009 18:31:01 GMT  
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StealthEye wrote on Mon, 19 January 2009 20:45We do not have a active guy doing leveledit work, 1, 2 and 4 seem to require LE changes that will not be done until we have someone who can do these. The pistol bug has been fixed though; you no longer have to reload.

Let me know what you need doing and I will look into it. I do all the LevelEdit work for AR after

all....

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Subject: Re: Couple things about fixes/exploits etc  
Posted by [Hitman](#) on Tue, 27 Jan 2009 12:43:15 GMT  
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YazooGang wrote on Fri, 23 January 2009 14:40Hitman wrote on Fri, 23 January 2009

ServerSide stuff, but i wont help.  
then stfu...  
Look whos talking....

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Subject: Re: Couple things about fixes/exploits etc  
Posted by [Veyrdite](#) on Sun, 01 Feb 2009 06:56:58 GMT  
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I'm happy to help if anyone has any LE problems.

Problem one, as ERroR states, is simply a badly-named mesh. Normally it would be replaced by the MCT-backer aggregate.

Problem 2 can be fixed by simply having a slanted blocker (preferably simple objects --> mission specific --> Mo9 --> window blocker) that makes the drop more of a ramp.

EDIT: Like so

### File Attachments

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1) [rf\\_drop-lag\\_fix.jpg](#), downloaded 782 times



Subject: Re: Couple things about fixes/exploits etc  
Posted by [Stumpy](#) on Sun, 01 Feb 2009 12:32:16 GMT  
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I would prefer Laeubi to fix this things as he did the fixes in CP1/CP2!

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Subject: Re: Couple things about fixes/exploits etc  
Posted by [StealthEye](#) on Sun, 01 Feb 2009 14:26:11 GMT  
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It's probably easiest if danpaul does these since he's already in TT. Thanks for the help though!

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Subject: Re: Couple things about fixes/exploits etc  
Posted by [mrÄÄ-z](#) on Tue, 03 Feb 2009 22:15:43 GMT  
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I dont think laeubi will do that, he is gone

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