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Subject: Mission 'The grip of the black hand' bugs galore

Posted by [Omar007](#) on Thu, 29 Jan 2015 18:12:26 GMT

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Mission: The grip of the black hand

Problem Type: occlusion

Basically at a point inside the mansion, if you crouch when approaching one of the rooms, the ceiling of that room is not rendered and you can see what's in the room above.

Maybe this was always the case but I really don't remember ever noticing this xD

#### File Attachments

1) [game2 01.29.2015 - 19.11.35.02.mp4](#), downloaded 301 times

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Subject: Mission 'The grip of the black hand' crashes

Posted by [Omar007](#) on Thu, 29 Jan 2015 18:23:00 GMT

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Hmm this mission is also crashing a lot for me once I'm inside the mansion D:

2 crashes in 2 different rooms.

1st time in the bottom left downstairs, 2nd time in the far left 2nd floor. (room locations based on facing the entrance with the maze behind you)

EDIT: and another crash. Room on the 2nd floor, bottom right (library? It has 2 techs in it.)

#### File Attachments

1) [crashdump.20150129-181354-r6812-n1.dmp](#), downloaded 260 times

2) [crashdump.20150129-181947-r6812-n1.dmp](#), downloaded 275 times

3) [crashdump.20150129-182609-r6812-n1.dmp](#), downloaded 256 times

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Subject: Mission 'The grip of the black hand' odd behaviour

Posted by [Omar007](#) on Thu, 29 Jan 2015 18:35:52 GMT

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Also during this mission I noticed some odd behaviour.

1) Engi's just keep spawning infinitely to repair the alarm switch in the tower just before you enter the complex. I killed like 7 or so and when I walked on I could see on the radar that a new engi had popped up again in the tower xD

2) The light tank in the courtyard does absolutely nothing at all and sits idle. You can just walk up

to it, place C4 and be done with it. In the past it used to shoot you as soon as you rounded the corner or dared to peek out of one of the mansion doors that connect to that courtyard.

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Subject: Re: Mission 'The grip of the black hand' odd behaviour

Posted by [Jerad2142](#) on Thu, 29 Jan 2015 22:20:24 GMT

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Omar007 wrote on Thu, 29 January 2015 11:35Also during this mission I noticed some odd behaviour.

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That's one I forgot to report, they don't ever repair the alarm on your game either do they?

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Subject: Re: Mission 'The grip of the black hand' bugs galore

Posted by [Omar007](#) on Thu, 29 Jan 2015 23:48:03 GMT

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Well the button in that guard tower does get repaired. Idk if it can be triggered by AI again though but visually, it is repaired.

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