Subject: Re: bad Nod spawn location in HON on cnc_under.mix?
Posted by rm5248 on Wed, 09 Nov 2005 21:12:41 GMT
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Yeah, I've had a bug before(it seems to happen when 2 vehicles run into each other) when I'm suddenly about 5,000 feet off the map, spinning wildly in my tank and/or falling 10 feet and starting to fall again in the same spot.   There are a lot of odd bugs with Renegade...