
Subject: Re: Renegade Resurrection goes beta!
Posted by [Yrr](#) on Sat, 09 Jun 2007 20:21:48 GMT

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MaidenTy1 wrote on Sat, 09 June 2007 22:13: Is the AGT firing at the Nod harvester on Mesa a bug? It's plainly within the machineguns' line of sight...

I think so, looks like a map specific bug. You may start a discussion

MaidenTy1 wrote on Sat, 09 June 2007 22:13: You say it fires at other targets in the cave, right?
Yes. Another solution is to change the harvester's path.
