Subject: Re: Changelist for scripts.dll 4.0
Posted by StealthEye on Thu, 28 Aug 2008 11:07:15 GMT
View Forum Message <> Reply to Message

That's intended afaik. The ref is supposed to be too busy with unloading the harv I think.

Invisible harv fix includes basically everything relating to that bug. Both not being visible and not driving off the airstrip.

The sniper bug thing is probably hard to fix. My guess is that it is lag related and that you shot only 3 bullets at the server whereas you shot 4 on the server. That means you can still shot another (5th) bullet.