Subject: Re: Burst fire netcode glitch
Posted by XCorupt69 on Tue, 02 Sep 2008 13:11:52 GMT
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sadukar09 wrote on Tue, 02 September 2008 06:51I heard if you hug a wall or go in a bunker and shoot a the right angles, you can get infinite bullets.

Doing this in a special way and you can have infinite timed c4's, it goes to 0, then 1 when it deploys and just keeps doing it, AND this is why sometimes with gunner when you are at 1, you get 2 more rockets because it fires on 0.