Clark Kent wrote on Thu, 24 June 2010 01:44I don't know anything about coding and whatever...
but has anyone identified what part of the code caused the bug?

Obviously it was something to do with the taunts, but is there any way to keep the taunts and still
have the damage register?

Yea, the taunts were a "useless" additive, but they were a nice way to mess around. Without them
all you can do is shoot at people, jump around, or play with C4 when you are not actually playing.*

* I know there are some asshole players/mods that think if you are not constantly in the battle you
are AFK and should, "PLAY OR GTFO!!1"... but like I said they are assholes.

Sure keeping the taunts would be nice if possible. That being said; theres nothing worse in
smaller games when you're the only person in the field with a tank. You die; respwn and to your
dismay see half the team fucking around throwing timed c4's at each other and chasing one
another / being a Rene Bruce Lee.

Can't help but ragequit when that happens.