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Subject: Re: SBH glitch?

Posted by [EvilWhiteDragon](#) on Tue, 15 Mar 2011 08:34:48 GMT

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Spyder wrote on Mon, 14 March 2011 23:40Glitches...

SBH jumps and becomes partly visible, glitch or done on purpose?

Rockets locked on to stealth tank still follow after becoming invisible, glitch or done on purpose?

Who determines whether something is a glitch or not? Maybe you should just ask some old Westwood guy what their real intentions were.

Maybe they don't know it either, like with the pointfix. Maybe, there are clues hidden in the code, like with the pointfix. Maybe that clues make it obvious that this is something that is not easily prevented and because it's not easily noted therefor not fixed. This seems rather plausible because we all know WW didn't have enough time to even finish the game, let alone fix weird and hard to fix bugs.

I'm pretty sure this issue was posted earlier here and that StealthEye commented that this would require quite some work in the graphics/physics engine, therefore not an easy fix.

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