
Subject: Re: Work is being resumed on scripts for Renegade

Posted by [Jerad2142](#) on Tue, 08 Jul 2014 01:19:16 GMT

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I found that same site primitive bug that happens at a distance with the chem tanks on level 2, here is a save where you can shoot it from along with a video.

<http://youtu.be/fFrTolymp60>

Also the helicopter in that room has some serious bug with its AI, it keeps flying up through the walls of the cave and stuff, I'm pretty sure it used to always center itself before flying out, made it easy to hit with the rocket launcher.

File Attachments

1) [savegame05.sav](#), downloaded 170 times
