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/fFrToIymp60

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 113 times