
Subject: Bug Noticed

Posted by [Wyld1USA](#) on Sun, 06 Feb 2005 09:11:12 GMT

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Not sure if you all know about this. I think it is CP1 related, but I could be wrong. Happened today on 2 different servers and the map was the same. (hourglass) What happened was Nod rushed, an Eng got killed and a sbh (again 2 different games and servers) and they both were killed in the door way. (which was the common condition) GDI could not get in the GT at all. the doors would not open. The health shield could be seen (half of it) through the door. I figured it was the shield that was keeping it from opening. So, I damaged an inf character on my team with my med to allow the sheild to be absorbed or picked up and then the door opened. Did that both times on the different servers and it worked. As soon as the GDI inf character got the health shield the doors opened. Again, you may already know about this, if so you can delete this post. Thanks guys.

Subject: Re: Bug Noticed

Posted by [Blazer](#) on Sun, 06 Feb 2005 13:11:20 GMT

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WyldoneUSA...So, I damaged an inf character on my team with my med to allow the sheild to be absorbed or picked up and then the door opened. Did that both times on the different servers and it worked. As soon as the GDI inf character got the health shield the doors opened.

1. I don't think there is any way we can keep things from spawning in the doorways. The best way to handle it is to touch the item and pick it up.
 2. How did you damage someone on your own team? Was FF on? And on different servers? Hmmm.
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Subject: Bug Noticed

Posted by [Renx](#) on Sun, 06 Feb 2005 13:32:08 GMT

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Probably used the neutral glitch

Subject: Bug Noticed

Posted by [laeubi](#) on Sun, 06 Feb 2005 13:33:17 GMT

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RenxProbably used the neutral glitch or damage yourself ba remote C4 ^^

Subject: Bug Noticed

Posted by [Zonekill9](#) on Sun, 06 Feb 2005 15:16:03 GMT

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RenxProbably used the neutral glitch

Oh yeah, that, pisses me off when I moderate, some n00bs shoot me with their Meds when I snipe. Grrrr.

Subject: Bug Noticed

Posted by [Wyld1USA](#) on Sun, 06 Feb 2005 17:04:17 GMT

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Quote:1. I don't think there is any way we can keep things from spawning in the doorways. The best way to handle it is to touch the item and pick it up.

2. How did you damage someone on your own team? Was FF on? And on different servers? Hmmm.

1. If you have full health touching it won't matter, as that was the main problem. You have to either run to the tib field and then run back or something like he said with self damage c4. It is just hard to get a peep to understand in a game he needs to damage himself to get the door opened. It is already a sad site seeing him continually run into a door that won't open. (kinda funny too). I understand this game fully and knew what the problem was. But, the average player wouldn't, and in this case didn't.

2. The answer here; (this maybe the neutral glitch you speak of, I have not heard of that term) if you jump out of your tank, doesn't matter GDI or NOD and hit the fire button at the same time you can cause damage to either your own building or a teammate. Now don't go crazy with this one, I just know this as an experienced player. Comes in handy when you want to snipe or inf in an AOW server (passworded) with your buds and you can get rid of base defenses without effecting the score. I have also used it to kill cheaters on my own team when a Mod was not around to kick. Really pisses them off and they leave. (I really can't believe there are still cheaters and/or servers that aren't running RG, it truly works and doesn't "lag" the game as they would whine about) "giggle"
