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Subject: complex  
Posted by [bly](#) on Thu, 31 Jul 2008 21:44:36 GMT  
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can you get rid of the bug on complex where you run up the ramp and it pushes your 3rd person view in.

ty

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Subject: Re: complex  
Posted by [\\_SSnipe\\_](#) on Thu, 31 Jul 2008 22:16:46 GMT  
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huh

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Subject: Re: complex  
Posted by [bly](#) on Fri, 01 Aug 2008 22:52:16 GMT  
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ok do this, go to complex, go into third person, run up the middle ramp and tell me when your view changes.

can the patch fix this.

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Subject: Re: complex  
Posted by [Starbuzz](#) on Sat, 02 Aug 2008 01:45:24 GMT  
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Good job bly!!!!

OMG PLEASE TT FIX THIS GAY GLITCH...OK I TOOK LOTS OF SCREEN SHOTS WITH DESCRIPTIONS.....

OK THIS IS WHAT HAPPNES:

So theres the problem...

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Subject: Re: complex  
Posted by [bly](#) on Sat, 02 Aug 2008 01:56:08 GMT  
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are you kidding me.....

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Subject: Re: complex  
Posted by [\\_SSnipe\\_](#) on Sat, 02 Aug 2008 02:03:53 GMT  
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IM LOST

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Subject: Re: complex  
Posted by [Starbuzz](#) on Sat, 02 Aug 2008 03:18:28 GMT  
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at least that's what i think bly was talking about...

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Subject: Re: complex  
Posted by [TruYuri](#) on Sat, 02 Aug 2008 03:23:35 GMT  
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Based on the spots that it happens, I'd say it's because of the invisible vehicle blockers.

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Subject: Re: complex  
Posted by [TORN](#) on Sat, 02 Aug 2008 08:23:06 GMT

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/me rubs bllys heads

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Subject: Re: complex  
Posted by [Herr Surth](#) on Sat, 02 Aug 2008 11:03:20 GMT  
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Dude 1-2 pictures would have been enough -.-

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Subject: Re: complex  
Posted by [Jamie or NuneGa](#) on Sat, 02 Aug 2008 13:23:19 GMT  
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I can honestly say I this has never affected me enough for me to even mention it... at all these points you will still be moving therefore the glitch will last like a second.

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Subject: Re: complex  
Posted by [Starbuzzz](#) on Sat, 02 Aug 2008 14:04:35 GMT  
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Surth wrote on Sat, 02 August 2008 06:03Dude 1-2 pictures would have been enough -.-

don't jelos my pics

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Subject: Re: complex  
Posted by [Nightma12](#) on Sat, 02 Aug 2008 15:15:56 GMT  
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Nune wrote on Sat, 02 August 2008 08:23I can honestly say I this has never affected me enough for me to even mention it... at all these points you will still be moving therefore the glitch will last like a second.

Id never noticed it too.

But... a bug is a bug

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Subject: Re: complex  
Posted by [Xpert](#) on Sun, 03 Aug 2008 02:40:28 GMT

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LMFAO that's awesome how he just took a crap load of SS of it lol.

I was gonna say the same thing. I'm pretty sure it's the invisibe DSAPO blockers causing it but it really isn't that big of an issue considering the moment you walked pass it, it only last like what... a second?

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Subject: Re: complex  
Posted by [\\_SSnipe\\_](#) on Sun, 03 Aug 2008 02:44:55 GMT  
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billy can you clarify if this is it or not?

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Subject: Re: complex  
Posted by [Starbuzzz](#) on Sun, 03 Aug 2008 13:02:30 GMT  
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Xpert wrote on Sat, 02 August 2008 21:40LMFAO that's awesome how he just took a crap load of SS of it lol.

lololololol...well, I was trying to get all the spots hehaw!

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Subject: Re: complex  
Posted by [trooprm02](#) on Sun, 03 Aug 2008 13:22:46 GMT  
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Or it could be the logical idea that because that walkway is narrow, you have to walk very close on the way (even sometimes hugging it), and the camera comes closers to your char but is still in 3rd person view, walk up to walls, you get the same effect...

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Subject: Re: complex  
Posted by [Jamie or NuneGa](#) on Sun, 03 Aug 2008 21:35:01 GMT  
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em no or same thing would occur on field and other maps.

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Subject: Re: complex  
Posted by [trooprm02](#) on Sun, 03 Aug 2008 22:43:17 GMT  
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Nune wrote on Sun, 03 August 2008 23:35em no or same thing would occur on field and other maps.

good point, because they are obviously the same size!!!

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Subject: Re: complex

Posted by [StealthEye](#) on Sun, 03 Aug 2008 22:44:07 GMT

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It does seem to be a bug, and it will probably be fixed if it is not too much work.

Added to todo list.

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Subject: Re: complex

Posted by [bily](#) on Mon, 04 Aug 2008 02:12:52 GMT

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and yes thats what i meant.,...

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