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Subject: AGT

Posted by [\\_SSnipe\\_](#) on Mon, 04 Aug 2008 05:14:05 GMT

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You guys gonna fix the glitch when where the agt is hurt and theres a a floating crack with smoke coming out in the middle of the agt inside? (its not on a wall)

if ss is needed just ask

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Subject: Re: AGT

Posted by [StealthEye](#) on Mon, 04 Aug 2008 08:22:21 GMT

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ss please

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Subject: Re: AGT

Posted by [\\_SSnipe\\_](#) on Mon, 04 Aug 2008 08:51:19 GMT

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im post video soon

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Subject: Re: AGT

Posted by [\\_SSnipe\\_](#) on Mon, 04 Aug 2008 10:21:18 GMT

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Here Video

sorry for using this website

<http://files.filefront.com/AGT+Crack+Glitch+wmv;/11353171;/fileinfo.html>

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Subject: Re: AGT

Posted by [StealthEye](#) on Mon, 04 Aug 2008 10:58:03 GMT

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Added to todo.

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Subject: Re: AGT

Posted by [Caveman](#) on Mon, 04 Aug 2008 11:48:45 GMT

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What version scripts do you use? Have you installed anything else to your renegade? I don't get

that and I have never seen it before.

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**Subject: Re: AGT**

Posted by [StealthEye](#) on Mon, 04 Aug 2008 12:08:32 GMT

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I get it in field and city\_f, using scripts.dll 3.4.4.

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**Subject: Re: AGT**

Posted by [TruYuri](#) on Mon, 04 Aug 2008 12:11:05 GMT

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Caveman wrote on Mon, 04 August 2008 06:48What version scripts do you use? Have you installed anything else to your renegade? I don't get that and I have never seen it before.

I don't think the scripts version would affect this. This is something model-wise. I got two screenshots of it, the "hole" floats midair when the AGT is low health/destroyed, and has a smoke emitter with it, as shown.

[Example One](#)

[Example Two](#)

EDIT: These are also taken on City\_Flying, same as StealthEye

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**Subject: Re: AGT**

Posted by [Caveman](#) on Mon, 04 Aug 2008 13:10:52 GMT

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I'll take that back I do get it but I have never noticed it before.. I thought maybe it only happened when you host the server but I just tried it on a CW server and I got it as well.

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**Subject: Re: AGT**

Posted by [ErroR](#) on Mon, 04 Aug 2008 14:54:52 GMT

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not to start another topic 2 more bugs (i think)

1) The WF glass u can shoot in but can't out

2) (small and useless) at the end game screen u see a star at ur name sometimes there are more stars i think it's easy to fix

---

**Subject: Re: AGT**

Posted by [ErroR](#) on Mon, 04 Aug 2008 15:00:58 GMT

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Caveman wrote on Mon, 04 August 2008 16:10 I'll take that back I do get it but I have never noticed it before.. I thought maybe it only happened when you host the server but I just tried it on a CW server and I got it as well.

it happened to me many times

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**Subject: Re: AGT**

Posted by [\\_SSnipe\\_](#) on Mon, 04 Aug 2008 16:48:48 GMT

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iv seen that glitch with agt as long as i can remember 2x scripts and 3x scripts

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**Subject: Re: AGT**

Posted by [GrimmNL](#) on Mon, 04 Aug 2008 18:24:59 GMT

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the damage image is in the same place as in the ob. but the ob has that elevator thingy there so it 'fits'

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**Subject: Re: AGT**

Posted by [cmatt42](#) on Tue, 05 Aug 2008 05:10:39 GMT

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ErroR wrote on Mon, 04 August 2008 09:54 not to start another topic 2 more bugs (i think)

1) The WF glass u can shoot in but can't out

This was fixed either pre-CP1 or with CP1 (I don't remember, it was so long ago). In either case, it's fixed.

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**Subject: Re: AGT**

Posted by [Slave](#) on Wed, 06 Aug 2008 13:11:34 GMT

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I suppose it is a remain from the classic buildings, which were designed with elevators, but later on canceled. Still available in the gmax building pack.

Same is true for the Hand of Nod, It has a 3rd door, and cracks in its tower, for a deleted old room that provided rooftop access.

## File Attachments

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1) [agt.jpg](#), downloaded 595 times



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**Subject: Re: AGT**

Posted by [Goztow](#) on Wed, 06 Aug 2008 14:56:19 GMT

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Awesome info, tx for that!

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**Subject: Re: AGT**

Posted by [Jamie or NuneGa](#) on Wed, 06 Aug 2008 15:59:09 GMT

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This is true, go on the map *glacierts* and you can see the door in hon due to their being a see through roof glitch.

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Edit - Open door!

---

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**Subject: Re: AGT**

Posted by [\\_SSnipe\\_](#) on Wed, 06 Aug 2008 19:24:51 GMT

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Nune wrote on Wed, 06 August 2008 08:59This is true, go on the map *glacierts* and you can see the door in hon due to their being a see through roof glitch.

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Edit - Open door!

---

wow and you cant see the door?

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**Subject: Re: AGT**

Posted by [Jamie or NuneGa](#) on Wed, 06 Aug 2008 19:43:02 GMT

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The door is on every map, just hidden

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**Subject: Re: AGT**

Posted by [\\_SSnipe\\_](#) on Wed, 06 Aug 2008 19:43:51 GMT

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Nune wrote on Wed, 06 August 2008 12:43The door is on every map, just hidden

wow.....

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**Subject: Re: AGT**

Posted by [Chuck Norris](#) on Thu, 07 Aug 2008 08:37:40 GMT

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Slave wrote on Wed, 06 August 2008 09:11

I suppose it is a remain from the classic buildings, which were designed with elevators, but later on canceled. Still available in the gmax building pack.

Same is true for the Hand of Nod, It has a 3rd door, and cracks in its tower, for a deleted old room that provided rooftop access.

So that explains it! I always wondered why it was floating in the air. I assumed it was supposed to be on the wall, but it appears a wall was supposed to be where it's at.

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