

---

Subject: AGT

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

[View Forum Message](#) <> [Reply to Message](#)

---

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

---

---

Subject: Re: AGT

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

[View Forum Message](#) <> [Reply to Message](#)

---

ss please

---

---

Subject: Re: AGT

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

[View Forum Message](#) <> [Reply to Message](#)

---

im post video soon

---

---

Subject: Re: AGT

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

[View Forum Message](#) <> [Reply to Message](#)

---

Here Video

sorry for using this website

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

---

---

Subject: Re: AGT

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

[View Forum Message](#) <> [Reply to Message](#)

---

Added to todo.

---

---

Subject: Re: AGT

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

[View Forum Message](#) <> [Reply to Message](#)

---

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.

---

---

Subject: Re: AGT

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

[View Forum Message](#) <> [Reply to Message](#)

---

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

---

---

Subject: Re: AGT

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

[View Forum Message](#) <> [Reply to Message](#)

---

Caveman wrote on Mon, 04 August 2008 06:48: 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.

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

---

---

Subject: Re: AGT

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

[View Forum Message](#) <> [Reply to Message](#)

---

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.

---

---

Subject: Re: AGT

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

[View Forum Message](#) <> [Reply to Message](#)

---

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  
[View Forum Message](#) <> [Reply to Message](#)

---

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

---

Subject: Re: AGT  
Posted by [\\_SSnipe\\_](#) on Mon, 04 Aug 2008 16:48:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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

---

Subject: Re: AGT  
Posted by [GrimmNL](#) on Mon, 04 Aug 2008 18:24:59 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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

---

Subject: Re: AGT  
Posted by [cmatt42](#) on Tue, 05 Aug 2008 05:10:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

ErroR wrote on Mon, 04 August 2008 09:54not 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.

---

Subject: Re: AGT  
Posted by [Slave](#) on Wed, 06 Aug 2008 13:11:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I suppose it is a remain from the classic buildings, wich 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 it's tower, for a deleted old room that provided rooftop access.

## File Attachments

1) [agt.jpg](#), downloaded 252 times



---

Subject: Re: AGT

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

[View Forum Message](#) <> [Reply to Message](#)

---

Awesome info, tx for that!

---

Subject: Re: AGT

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

[View Forum Message](#) <> [Reply to Message](#)

---

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.

Edit - Open door!

---

Subject: Re: AGT

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

[View Forum Message](#) <> [Reply to Message](#)

---

Nune wrote on Wed, 06 August 2008 08:59 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.

Edit - Open door!

wow and you cant see the door?

---

---

Subject: Re: AGT

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

[View Forum Message](#) <> [Reply to Message](#)

---

The door is on every map, just hidden

---

---

Subject: Re: AGT

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

[View Forum Message](#) <> [Reply to Message](#)

---

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

---

---

Subject: Re: AGT

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

[View Forum Message](#) <> [Reply to Message](#)

---

Slave wrote on Wed, 06 August 2008 09:11

I suppose it is a remain from the classic buildings, wich 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 it's 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.

---