
Subject: Few Glitches? All Videos

Posted by [_SSnipe_](#) on Mon, 04 Aug 2008 10:28:20 GMT

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1)When you use free aim to put all the way to ether left or right and walk straight....u walk straight while looking as if you was walking a different direction

<http://files.filefront.com/Weird+Walkwmv/;11353086;/fileinfo.html>

2)Not much of a glitch but if u can pull this off without getting hit like iv had you can do some damage...agt cant shoot you while crouching on the tunnel entrance if your on nod

<http://files.filefront.com/Cant+Kill+Me+After+On+Topswmv/;11353077;/fileinfo.html>

3)Next to bar on citys flying on gdi where u can lay nuke and you cant see anything (goes invisible)

FIXED VIDEO 8/4/08 <http://files.filefront.com/Disappear+wmv/;11357509;/fileinfo.html>

4)Ever wanted to WALK to ref from hon on under while gdi without dying and get hit by ob 4 to 5 times? bad glitch

<http://files.filefront.com/Ob+Walking+Underwmv/;11353045;/fileinfo.html>

5)Ether gdi or nod side on fields one man wall jump

<http://files.filefront.com/One+Man+Wall+jumpwmv/;11353035;/fileinfo.html>

6)No texture on nod pt inside ref on under

<http://files.filefront.com/No+Texture+Nod+Underwmv/;11353021;/fileinfo.html>

7)Tree on island nod base when you can jump on and stand in air and hide INSIDE tree

<http://files.filefront.com/Island+Nod+Treewmv/;11352999;/fileinfo.html>

PS IF ANY LINKS BROKEN OR VIDEO WRONG PLEASE TELL ME!

ALSO SORRY FOR USING THAT SITE ONLY ONE I KNEW

Subject: Re: Few Glitches? All Videos

Posted by [StealthEye](#) on Mon, 04 Aug 2008 11:20:27 GMT

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1) I can't reproduce it, in TT nor in 1.037. Is there anything special about what you do except for

holding v and moving the cursor? I always walk in the way my soldier is facing while holding the forward key.

2) I don't really see what's wrong about this? Note that the AGT rockets by design only fire when any of the machineguns found a target.

3) We can't fix the way it moves, I don't understand what you mean by "disappear glitch".

4) I think we should make the ob hit the soldier, rather than the ground behind/below it as it does now.

5) There is a fix for this, but yes, it should be included in TT.

6) Not critical, but probably easy to fix.

7) Should be fixed.

I added 4/5/6/7 to the todo.

Subject: Re: Few Glitches? All Videos
Posted by [Caveman](#) on Mon, 04 Aug 2008 11:52:16 GMT
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Just like to point out:

4) Was fixed with the release of CP1. Try installing CP1 and not just updating your scripts.

5) Was fixed server side.. Someone made some red lazer blocker.

7) Was fixed with CP1/CP2..

Subject: Re: Few Glitches? All Videos
Posted by [Goztow](#) on Mon, 04 Aug 2008 15:20:23 GMT
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5) : Danpaul made the red blocker for KOSs2 and we released that. But it's not really an elegant fix.

Subject: Re: Few Glitches? All Videos
Posted by [mr£ÄŞÄ-z](#) on Mon, 04 Aug 2008 16:00:16 GMT
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OWH the obelisk walk need to be fixed it works with every rapidfiring gun and on everymap

Subject: Re: Few Glitches? All Videos

Posted by [Jamie or NuneGa](#) on Mon, 04 Aug 2008 16:44:52 GMT

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gun doesn't even have to be rapid firing

Subject: Re: Few Glitches? All Videos

Posted by [_SSnipe_](#) on Mon, 04 Aug 2008 16:47:10 GMT

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shit sorry guys the video 3 on citys flying didnt come out the WHOLE video...let me fix it then watch it

Subject: Re: Few Glitches? All Videos

Posted by [_SSnipe_](#) on Mon, 04 Aug 2008 17:22:25 GMT

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FIXED HERES THE REAL VIDEO

<http://files.filefront.com/Disapear+wmv/;11357509;/fileinfo.html>

Subject: Re: Few Glitches? All Videos

Posted by [StealthEye](#) on Mon, 04 Aug 2008 20:14:49 GMT

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A VIS glitch, added to todo.

Subject: Re: Few Glitches? All Videos

Posted by [_SSnipe_](#) on Mon, 04 Aug 2008 20:17:04 GMT

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cool im glad im helping you guys find these things to fix

Subject: Re: Few Glitches? All Videos

Posted by [ErroR](#) on Tue, 05 Aug 2008 15:25:41 GMT

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there are many disapear glitches on more maps i know some too in sand in city (there is a spot where u can see threw wall and be invisible) volcano etc...

Subject: Re: Few Glitches? All Videos
Posted by [nope.avi](#) on Tue, 05 Aug 2008 15:42:25 GMT
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On islands when you go into the entrance of the left tunnel on nod, you disappear as you walk down it.

Subject: Re: Few Glitches? All Videos
Posted by [_SSnipe_](#) on Tue, 05 Aug 2008 18:11:00 GMT
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well Error and baker point them out in vidoe or SS cuase i dont know those ones...

Subject: Re: Few Glitches? All Videos
Posted by [nope.avi](#) on Tue, 05 Aug 2008 23:20:29 GMT
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<http://www.youtube.com/watch?v=vaJ4vfSCY4U>

this youtube video shows it pretty well, check out 15-20 seconds.

Subject: Re: Few Glitches? All Videos
Posted by [_SSnipe_](#) on Wed, 06 Aug 2008 01:09:12 GMT
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Baker wrote on Tue, 05 August 2008 16:20<http://www.youtube.com/watch?v=vaJ4vfSCY4U>

this youtube video shows it pretty well, check out 15-20 seconds.
ah i remember that now....how about the other one?
