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Subject: SBH glitch?

Posted by [Distrbd21](#) on Sat, 12 Mar 2011 22:46:05 GMT

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is TT going to fix that glitch??

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Subject: Re: SBH glitch?

Posted by [liquidv2](#) on Sat, 12 Mar 2011 23:15:04 GMT

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what, sbh in renegade? i sure hope so, i hate them!!!!

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Subject: Re: SBH glitch?

Posted by [GEORGE ZIMMER](#) on Sun, 13 Mar 2011 08:26:35 GMT

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Think he means the way to spot SBH's and stealth tanks. I forgot how exactly, but it involved giving your mouse go over a visible unit, then scan around for it.

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Subject: Re: SBH glitch?

Posted by [Distrbd21](#) on Sun, 13 Mar 2011 15:02:44 GMT

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yes where you target a c4 or a unit in front of you and scan the area for an sbh and when it untargets the c4/unit that is an sbh.

it's is a cheat to me because they did not make the game for that.

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Subject: Re: SBH glitch?

Posted by [Caveman](#) on Sun, 13 Mar 2011 19:04:53 GMT

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Thats not a glitch.....

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Subject: Re: SBH glitch?

Posted by [GEORGE ZIMMER](#) on Sun, 13 Mar 2011 21:38:35 GMT

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Caveman wrote on Sun, 13 March 2011 12:04Thats not a glitch.....

OH FOR THE LOVE OF ZEUS

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NO, IT DEFINITELY IS. WHAT IS WITH THE RENEGADE COMMUNITY AND THINKING OBVIOUS GLITCHES ARE INTENDED

unless I was just trolled; in which case, well played, because that's entirely believable of the ren community to act like that

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Subject: Re: SBH glitch?

Posted by [Caveman](#) on Mon, 14 Mar 2011 15:01:57 GMT

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You have your hitbox on something and then you find an enemy and the hitbox disappears... I cant see how thats a glitch?

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Subject: Re: SBH glitch?

Posted by [EvilWhiteDragon](#) on Mon, 14 Mar 2011 16:17:27 GMT

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Caveman wrote on Mon, 14 March 2011 16:01 You have your hitbox on something and then you find an enemy and the hitbox disappears... I cant see how thats a glitch?

....

You have to be trolling.

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Subject: Re: SBH glitch?

Posted by [Dover](#) on Mon, 14 Mar 2011 16:28:03 GMT

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It's a glitch, that much is obvious. The debate is whether or not it should be kept, and to answer that we need to answer whether it adds to the gameplay or takes away from it.

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Subject: Re: SBH glitch?

Posted by [Caveman](#) on Mon, 14 Mar 2011 16:38:04 GMT

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EvilWhiteDragon wrote on Mon, 14 March 2011 16:17 Caveman wrote on Mon, 14 March 2011 16:01 You have your hitbox on something and then you find an enemy and the hitbox disappears... I cant see how thats a glitch?

....

You have to be trolling.

---

No, im not trolling. You have your hitbox on something... You then locate an enemy and it changes.. Thats pretty how much it should be.

I have used this for many years so maybe ive become accustomed to it.

---

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Subject: Re: SBH glitch?

Posted by [EvilWhiteDragon](#) on Mon, 14 Mar 2011 17:16:32 GMT

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Caveman wrote on Mon, 14 March 2011 17:38EvilWhiteDragon wrote on Mon, 14 March 2011 16:17Caveman wrote on Mon, 14 March 2011 16:01You have your hitbox on something and then you find an enemy and the hitbox disappears... I cant see how thats a glitch?

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Yerr, and you should be getting loads points and credits for shooing a heavy armoured vehicle with a sniper rifle

---

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Subject: Re: SBH glitch?

Posted by [Caveman](#) on Mon, 14 Mar 2011 19:47:05 GMT

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EvilWhiteDragon wrote on Mon, 14 March 2011 17:16Caveman wrote on Mon, 14 March 2011 17:38EvilWhiteDragon wrote on Mon, 14 March 2011 16:17Caveman wrote on Mon, 14 March 2011 16:01You have your hitbox on something and then you find an enemy and the hitbox disappears... I cant see how thats a glitch?

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You have to be trolling.

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I have used this for many years so maybe ive become accustomed to it.

Yerr, and you should be getting loads points and credits for shooing a heavy armoured vehicle with a sniper rifle

---

Now whos trolling?

I just cant see how you can call it a glitch. Let me guess 6 locking a MRLS is a glitch as well is it?

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Subject: Re: SBH glitch?

Posted by [Goztow](#) on Mon, 14 Mar 2011 21:14:22 GMT

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Hint: the enemy is not supposed to be visible to you!

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Subject: Re: SBH glitch?

Posted by [Spyder](#) on Mon, 14 Mar 2011 22:40:07 GMT

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Glitches...

SBH jumps and becomes partly visible, glitch or done on purpose?

Rockets locked on to stealth tank still follow after becoming invisible, glitch or done on purpose?

Who determines whether something is a glitch or not? Maybe you should just ask some old Westwood guy what their real intentions were.

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Subject: Re: SBH glitch?

Posted by [EvilWhiteDragon](#) on Tue, 15 Mar 2011 08:34:48 GMT

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Spyder wrote on Mon, 14 March 2011 23:40Glitches...

SBH jumps and becomes partly visible, glitch or done on purpose?

Rockets locked on to stealth tank still follow after becoming invisible, glitch or done on purpose?

Who determines whether something is a glitch or not? Maybe you should just ask some old Westwood guy what their real intentions were.

Maybe they don't know it either, like with the pointfix. Maybe, there are clues hidden in the code, like with the pointfix. Maybe that clues make it obvious that this is something that is not easily prevented and because it's not easily noted therefor not fixed. This seems rather plausible because we all know WW didn't have enough time to even finish the game, let alone fix weird and hard to fix bugs.

I'm pretty sure this issue was posted earlier here and that StealthEye commented that this would require quite some work in the graphics/physics engine, therefore not an easy fix.

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Subject: Re: SBH glitch?

Posted by [Goztow](#) on Tue, 15 Mar 2011 08:48:46 GMT

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Maybe some good old common sens can help out?

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Subject: Re: SBH glitch?

Posted by [EvilWhiteDragon](#) on Tue, 15 Mar 2011 09:08:08 GMT

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Goztow wrote on Tue, 15 March 2011 09:48 Maybe some good old common sens can help out? LOL....You have to be kidding.

---

Subject: Re: SBH glitch?

Posted by [Spyder](#) on Tue, 15 Mar 2011 09:24:12 GMT

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By the way, it's not like it's completely flawless. The hitbox disappears, but still there is a big radius in which the stealth black hand can be. So the chance to get a straight headshot at a running target is still fairly small.

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Subject: Re: SBH glitch?

Posted by [Gohax](#) on Thu, 17 Mar 2011 05:19:00 GMT

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You can also do it by letting ur reticle run over the target, and if the reticle\_hit.dds moves, then you have spotted an sbh/stank.

That way is a little harder, because the \_hit moves whenever there's a change in terrain, as well. So, best way to do it would be go in first person.

This is a glitch, but I don't think we need to waste time in fixing this. It's not that big of a deal, anyway.

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