
Subject: new blue hell?

Posted by [Nurple](#) on Sat, 17 Sep 2011 00:10:53 GMT

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<http://www.youtube.com/watch?v=2mB3Skbc3Cw>

Subject: Re: new blue hell?

Posted by [Jerad2142](#) on Sat, 17 Sep 2011 03:06:31 GMT

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Nurple wrote on Fri, 16 September 2011 18:10<http://www.youtube.com/watch?v=2mB3Skbc3Cw>
Almost looks like the server set your position out on an object, and beings the object doesn't exist
client side you keep falling, hard to say though.

Subject: Re: new blue hell?

Posted by [StealthEye](#) on Sat, 17 Sep 2011 03:08:01 GMT

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Can you tell me what happened before this showed up?

Subject: Re: new blue hell?

Posted by [Goztow](#) on Sat, 17 Sep 2011 07:28:03 GMT

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This is not new. I had this happen to me before 4.0.

Subject: Re: new blue hell?

Posted by [Nurple](#) on Sat, 17 Sep 2011 13:16:59 GMT

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i was following a spy down the long tunnels towards nods base when i got to the end by the big
rocks then that happened

Subject: Re: new blue hell?

Posted by [StealthEye](#) on Sun, 18 Sep 2011 17:03:18 GMT

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Was this on a TT server?

Subject: Re: new blue hell?
Posted by [Caveman](#) on Sun, 18 Sep 2011 18:44:35 GMT
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Yes Atomix 4.0

Subject: Re: new blue hell?
Posted by [StealthEye](#) on Sun, 18 Sep 2011 23:29:39 GMT
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I have no idea what could be causing this. There is not enough info for me to see what is going on. Please report it if it happens again, to see how serious this issue is.
