
Subject: Gameplay Pending
Posted by [halo2pac](#) on Sun, 04 Dec 2011 18:39:08 GMT
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If you purchase a transport and hover and get hit by the C130 on Walls Flying you get the Gameplay pending message.

Subject: Re: Gameplay Pending
Posted by [liquidv2](#) on Sun, 04 Dec 2011 19:03:59 GMT
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if you get your trans heli plowed out of the sky by the cargo plane you deserve gameplay pending; don't fix this!

Subject: Re: Gameplay Pending
Posted by [StealthEye](#) on Sun, 04 Dec 2011 21:51:04 GMT
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I assume that this is just displayed for a few seconds until you respawn?

Subject: Re: Gameplay Pending
Posted by [halo2pac](#) on Mon, 05 Dec 2011 04:30:54 GMT
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nope. Indefinite. Then you quit and try to rejoin.. then you get PT bug.

Subject: Re: Gameplay Pending
Posted by [jonwil](#) on Fri, 17 Feb 2012 10:50:13 GMT
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I did some investigating and I think I know whats going on. But its not something we can fix easily.

Subject: Re: Gameplay Pending
Posted by [Jamie or NuneGa](#) on Fri, 17 Feb 2012 11:35:26 GMT
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halo2pac wrote on Sun, 04 December 2011 18:39 If you purchase a transport and hover and get hit by the C130 on Walls Flying you get the Gameplay pending message.

This is vital to renegade gameplay, priority fix imo

Subject: Re: Gameplay Pending
Posted by [jonwil](#) on Sun, 22 Apr 2012 17:48:14 GMT
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We have investigated this and it appears to be a stock bug.
Given that its a stock bug, given how rare it is (your transport helicopter has to be in exactly the right place for it to trigger) and given how hard it would be to fix, we have decided not to fix this.

Subject: Re: Gameplay Pending
Posted by [Jerad2142](#) on Mon, 23 Apr 2012 17:42:02 GMT
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Couldn't you just edit the animation to use "None" collision physics instead of "kill" or "Push"?

Subject: Re: Gameplay Pending
Posted by [StealthEye](#) on Mon, 23 Apr 2012 18:36:56 GMT
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It's supposed to kill you, though, isn't it?

Subject: Re: Gameplay Pending
Posted by [Jerad2142](#) on Wed, 25 Apr 2012 12:36:07 GMT
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StealthEye wrote on Mon, 23 April 2012 12:36It's supposed to kill you, though, isn't it?
Yes, but very few people would notice if it didn't.

Subject: Re: Gameplay Pending
Posted by [Lone0001](#) on Wed, 25 Apr 2012 20:11:52 GMT
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You wouldn't be able to laugh at people when they rage at how the C130/Airstrip destroyed their vehicle if you did that.

Subject: Re: Gameplay Pending

Posted by [EvilWhiteDragon](#) on Thu, 26 Apr 2012 08:38:30 GMT

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Lone0001 wrote on Wed, 25 April 2012 22:11 You wouldn't be able to laugh at people when they rage at how the C130/Airstrip destroyed their vehicle if you did that.
This just convinced me to surely be against removing this feature.
