Subject: a new tankwreck bug
Posted by bandie63 on Sun, 01 May 2005 17:12:15 GMT
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Hi everyone, I don't know if this has been pointed out yet, but it is another tankwreck glich. In City_flying, (And most likely other maps,) when a tank or other vehicle's wreckage (I've only seen it done with a hummer though,) is put in the firing range of the Obelisk, the obelisk will charge, but not fire, and not attack anything else, thus letting GDI into Nod's base. I would appreciate it if something could be done about it. Thanks!

~Bandie63