Subject: Re: scripts.dll 3.1.1 is out
Posted by Slave on Thu, 11 Jan 2007 20:21:45 GMT
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thanks for being danpaul88's echo.
anyway, im sane enough to realize i have everything up to date. also, when you think about it, it makes perfect sense:

the invisible harv bug was fixed by not turning vehicles
invisible in the first place before they are delivered.
this means a visible part of the nod vehicle will always stick
a bit out of the back of the neutral cargo plane. On mesa, the
cargoplane flies well within the agt's range (one of the few
maps where this is the case, so indeed, its hard to notice).
the agt sees a tip of the tank, and ofcourse starts shooting
it, even tho it doesn't have any effect. In the end the agt can
be found firing at the wall for a few seconds, because it keeps
a lock-on on the nod tank for a short while.

anyway, screw this minor bug, lets consider it a random feature like all other bugs. fell free to contribute, just dont walk in, suggesting scripts is flawless, and that the problem is therefor caused by myself, making it look like im some casual noob. thanks