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Subject: Re: Changelist for scripts.dll 4.0

Posted by [trooprm02](#) on Wed, 20 Aug 2008 14:41:21 GMT

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Just remembered 2 things,

1)fixing the bug where you just "push" enemies and not actually kill/boink them, im guessing this is a lag related issues but sometimes you push em for a while (running in air animation?) and then they die, or sometimes they don't even die.

2)vehicles getting stuck (gdi apc between 2 rocks on base to get on wall, nod apc under near that rock near ob tunnel).

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