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Subject: Re: Changelist for scripts.dll 4.0

Posted by [ErroR](#) on Thu, 21 Aug 2008 10:49:12 GMT

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trooprm02 wrote on Wed, 20 August 2008 17:41

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.

This one is so ANNOYNG i simply hate that bug hard to squish sometimes

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