Subject: Re: Details of some of the features in 4.0
Posted by HaTe on Thu, 01 Oct 2009 00:01:03 GMT

How about the glitch to put timed c4's inside of a mct, or make it so that it cannot be repaired? Or putting tc4s inside a wall, so that no1 can see them at all, yet they are there, and still do dmg?
It all seems good, and much appreciated obviously, just curious to know if these glitches will still be in the game? Also, the fact that the obelisk doesn't shoot at a angled mrls in field, so that the mrls can easily hit hon, obi, ref, and both turrets w/o worrying about obi hit..? If you would like an example of this, i will give you a short video if you pm me asking for 1, i will now show the video publicly, as these glitches are a bit..unfair imo.