

Subject: OT: For those who have completed HL2
Posted by [icedog90](#) on Sun, 05 Dec 2004 22:22:08 GMT
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I've beaten the game, but I don't remember being stuck at any part like this. I think you're supposed to remove the energy balls from one of those generators.

Subject: OT: For those who have completed HL2
Posted by [npsmith82](#) on Sun, 05 Dec 2004 22:24:50 GMT
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I think you're confusing this with a part earlier in the game when you have to disable the three generators powering the suppressor back in the city centre.

There's no balls in this generator beam, can't even get close to it because of that railing just in front of me...

Subject: OT: For those who have completed HL2
Posted by [Aircraftkiller](#) on Sun, 05 Dec 2004 22:40:19 GMT
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If you can't jump, load a save from earlier in that level when you can jump. It's a bug in the game for some odd reason, happens rarely. I had it last week.

After you do that it should work just fine. You'll like what lies ahead.

Subject: OT: For those who have completed HL2
Posted by [npsmith82](#) on Sun, 05 Dec 2004 23:12:13 GMT
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A bug? Great, i love it when i waste hours trying to figure something out, then finding out it's not actually my fault...

I'll give that a go, thanks.

Subject: OT: For those who have completed HL2
Posted by [npsmith82](#) on Sun, 05 Dec 2004 23:23:03 GMT
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Thanks, that cured the problem and i can now jump over that pesky railing. Any idea if Valve are addressing this problem? I had to skip nearly 30 minutes back for a save point where a could still jump...

Subject: OT: For those who have completed HL2
Posted by [Scythar](#) on Sun, 05 Dec 2004 23:37:50 GMT
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They have bigger problems to solve, by the looks of the "Audio stuttering" topic in Steam forums...some posts there.

Subject: OT: For those who have completed HL2
Posted by [icedog90](#) on Sun, 05 Dec 2004 23:38:49 GMT
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I used to have the stuttering problem until I found out that my playback sound was set to a program instead of my sound card. Wtf's up with that? It's fixed now.

Subject: OT: For those who have completed HL2
Posted by [Scythar](#) on Sun, 05 Dec 2004 23:40:47 GMT
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Go post that in the forums, there's about 5000 replies in the topic with angry customers complaining about the sounds.

Subject: OT: For those who have completed HL2
Posted by [icedog90](#) on Sun, 05 Dec 2004 23:45:42 GMT
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That was only because I had Total recorder installed, I doubt they have it installed, lol.

Subject: OT: For those who have completed HL2
Posted by [npsmith82](#) on Mon, 06 Dec 2004 00:19:13 GMT
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And there we have it, game completed, damn that was great, however a little unexpected.

If i remember correctly, the audio stutter problem was also present in the original 1996 half life. Yet people still get it with HL2 (different system specs by now though of course).

Subject: OT: For those who have completed HL2
Posted by [icedog90](#) on Mon, 06 Dec 2004 02:32:42 GMT
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It's funny how so similar the HL1 and HL2 engines are. I mean, REAL similar. CS:S is almost

exactly the same.

Subject: OT: For those who have completed HL2
Posted by [bigejoe14](#) on Mon, 06 Dec 2004 03:00:44 GMT
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If it ain't broke, don't fix it.

Subject: OT: For those who have completed HL2
Posted by [Renardin6](#) on Mon, 06 Dec 2004 11:58:49 GMT
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Don't you think they already work on HL³ ?

Subject: OT: For those who have completed HL2
Posted by [Stryder](#) on Mon, 06 Dec 2004 12:34:48 GMT
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Pfft, concept and that's pretty much it.

Subject: OT: For those who have completed HL2
Posted by [cheesesoda](#) on Mon, 06 Dec 2004 14:07:09 GMT
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We'll be lucky if our children will be able to play it before they're 20.

Subject: OT: For those who have completed HL2
Posted by [2000_years](#) on Mon, 06 Dec 2004 14:53:38 GMT
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I had that jump bug, couldn't jump for nearly the whole of the Citadel levels.
I got through it by making ramps out of all the junk lying around and sprinting up them.

Subject: OT: For those who have completed HL2
Posted by [Hav0c](#) on Mon, 06 Dec 2004 17:21:43 GMT
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From what i hear, they've been working on HL3 for 6 months :S

Btw, great game, it took less time to complete than i thought though, and it ran really well considering my crappy system
I like the way they've ended the game... it leaves you with as many questions as you started out with and it leaves a nice big hole for HL3 to fill

Hope Eli and Alyx are, back they were kickass characters, My theory is that they got teleported in that massive *bang* at the end, to some Combine world :/ Just a guess though

Subject: OT: For those who have completed HL2
Posted by [smwScott](#) on Mon, 06 Dec 2004 22:02:07 GMT
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They'll find some way to bring the main characters back, at least Alyx. I doubt they're just gonna have that big beam fall on them and/or get blown up in the citadel.

Subject: OT: For those who have completed HL2
Posted by [Doitle](#) on Tue, 07 Dec 2004 01:55:49 GMT
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HL2 Super Phys Gun! LIEK OMG!
