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Subject: PIC/Railgun Bug/Glitch + Arty Bug/Glitch  
Posted by [RTsa](#) on Mon, 03 Oct 2005 10:26:31 GMT  
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The other topic reminded me about these.

1) Sometimes the PIC/Railgun doesn't shoot right after reloading. At least it doesn't show that way. It does reload after the 'fake' shot. I'm not sure if it drains ammo or if it does damage.

2) The arty one is much more fatal. It actually happens pretty often and that's why I don't use artys. Everything works as it should when I shoot at units, but when shooting buildings I rarely do damage at all (I get no points). I don't know what causes it. For example on Complex, I got in GDI base (there weren't many players..) and started blasting away at WF and ref from every possible direction and so on. On my screen I hit it with every shot, but I only got points from a few shots. I use the 'V'-key btw. not sure if it has anything to do with this. I noticed that when I shot straight forward, I got more hits than when shooting with the 'V' key. And I didn't have connection interrupted or anything.

This also happens at least on Field and Canyon.

Anyone know what these could be about?

Oh and sorry if this is on the wrong forum, but if they're bugs and fixable, fix them in CP2

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Subject: Re: PIC/Railgun Bug/Glitch + Arty Bug/Glitch  
Posted by [Goztow](#) on Mon, 03 Oct 2005 11:44:54 GMT  
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I also noticed that the first shots on buildings never do damage. It takes 4-5 shots before points and damage actually occur (with arts that is anyway).

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Subject: Re: PIC/Railgun Bug/Glitch + Arty Bug/Glitch  
Posted by [RTsa](#) on Mon, 03 Oct 2005 14:43:53 GMT  
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Just remembered it sometimes doesn't work with flamers as well. Though they're much much more reliable.

And this happens on all servers.

Someone once said he doesn't buy MRLS, because with them he has the same problem I have with artys.

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Subject: Re: PIC/Railgun Bug/Glitch + Arty Bug/Glitch  
Posted by [danpaul88](#) on Mon, 03 Oct 2005 16:36:10 GMT  
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I sometimes have that problem, it occurs with most vehicles, as if the FDS take a few shots to work out your actually shooting something, and that vital time could mean the difference between killing the building or dying in the attempt

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