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Subject: not sure

Posted by [ErroR](#) on Thu, 28 Aug 2008 15:24:54 GMT

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There was a bug that if u get shot by a tank get out of the vech right the moment bfor u get hit it gets destroyed (even if it's full hp) it happened many times but in Single Player, not sure in multi tho

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Subject: Re: not sure

Posted by [StealthEye](#) on Thu, 28 Aug 2008 15:56:02 GMT

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Never heard about this in MP, so I guess it does not exist there. We're not focusing on fixing SP bugs atm.

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Subject: Re: not sure

Posted by [ErroR](#) on Fri, 29 Aug 2008 15:20:09 GMT

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if u just could try it i din't say about fixing it in SP just so it doesn't occur in MP

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Subject: Re: not sure

Posted by [StealthEye](#) on Fri, 29 Aug 2008 16:24:12 GMT

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I've been playing long enough to know that bug is either very rare (in contradiction with your post) or that it does not exist in MP. And I don't think there is any way to "just try it" if it is very rare. If you think it's easy to test, then test it yourself please and show us the results.

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Subject: Re: not sure

Posted by [cnc95fan](#) on Fri, 29 Aug 2008 20:35:46 GMT

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It is because the projectile becomes neutral.

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Subject: Re: not sure

Posted by [CarrierII](#) on Sun, 31 Aug 2008 19:16:03 GMT

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cnc95fan wrote on Fri, 29 August 2008 21:35It is because the projectile becomes neutral.

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That is probably caused by looking up the team of the projectile's firing unit at impact time.

This (neutral projectile) allows for you to damage your own team's buildings (which is relatively useless) except in games with long to no time limit, and some teamwork and no ref. (Using the money from repairs as income)

Fix is possible? Given what probably caused it, I imagine it would be hard.

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Subject: Re: not sure

Posted by [StealthEye](#) on Sun, 31 Aug 2008 22:01:41 GMT

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It's a completely different bug than ErroR started the topic with, but yes, that will be fixed if we can.

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Subject: Re: not sure

Posted by [ErroR](#) on Mon, 01 Sep 2008 10:44:07 GMT

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i have no pc any more so i play at net cafe and i play alone so noone could help me but i can try.

and sorry for my no punctuation and sometimes bad english and not being able to express myself right. School started today and i think i'll make it up

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Subject: Re: not sure

Posted by [ErroR](#) on Tue, 02 Sep 2008 13:22:01 GMT

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cnc95fan wrote on Fri, 29 August 2008 23:35It is because the projectile becomes neutral. I didn't mean u shoot and get out, i meant someone shoots u and u get out right before the impact.

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Subject: Re: not sure

Posted by [CarrierII](#) on Tue, 02 Sep 2008 14:13:10 GMT

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Oh, that. I think that's been fixed. (He's talking about where you get out of your vehicle just before it dies, depriving the other side of the kill points)

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Subject: Re: not sure  
Posted by [StealthEye](#) on Tue, 02 Sep 2008 14:26:43 GMT  
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No, he's talking about something that kills your vehicle on impact, if you exit the vehicle at the same time. That's what he said in his first post anyway.

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Subject: Re: not sure  
Posted by [ErroR](#) on Thu, 04 Sep 2008 12:44:04 GMT  
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aw ok i didn't get it right

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