Subject: anyone else experience this bug in single player Posted by zeratul on Thu, 19 May 2011 01:06:45 GMT

View Forum Message <> Reply to Message

When fighting Mutant Raveshaw i experienced this bug i think he grabbed me on the edge of the platform or something. When he picked me up to throw me he disappeared (assuming he fell through or was launched in a clipping error) ending up 510 meters in front of me (according to the objective icon)

for some reason cant get a screen shot so just picture Havoc floating in the air stuck in the choking(sp) animation (this of course leaves me unable to move) while looking toward the left wall on the left platform (directional aspect[if this is the correct word] from the entrance elevator)

Subject: Re: anyone else experience this bug in single player Posted by kamuixmod on Thu, 19 May 2011 13:09:53 GMT

View Forum Message <> Reply to Message

fraps?

Subject: Re: anyone else experience this bug in single player Posted by danpaul88 on Thu, 19 May 2011 14:46:06 GMT View Forum Message <> Reply to Message

That actually sounds like Raveshaw might have been bluehelled... since he comes right up to you to grab you the physics might have freaked out at the worldbox collisions...

Subject: Re: anyone else experience this bug in single player Posted by cmatt42 on Fri, 20 May 2011 01:21:03 GMT View Forum Message <> Reply to Message

Make sure you're not using jonwil's scripts while playing single player. Just rename scripts.dll to scripts3.dll and rename scripts2.dll to scripts.dll. When you have finished playing single player, you can rename the files back.

Subject: Re: anyone else experience this bug in single player Posted by zeratul on Fri, 20 May 2011 02:30:24 GMT View Forum Message <> Reply to Message

cmatt42 wrote on Thu, 19 May 2011 19:21Make sure you're not using jonwil's scripts while playing single player. Just rename scripts.dll to scripts3.dll and rename scripts2.dll to scripts.dll. When you have finished playing single player, you can rename the files back.

I've heard people say that but just assumed it was a few minor unimportant bugs. never realized they could be game crippling but thanks

Subject: Re: anyone else experience this bug in single player Posted by Omar007 on Fri, 20 May 2011 09:03:26 GMT

View Forum Message <> Reply to Message

Zeratul wrote on Fri, 20 May 2011 04:30cmatt42 wrote on Thu, 19 May 2011 19:21Make sure you're not using jonwil's scripts while playing single player. Just rename scripts.dll to scripts3.dll and rename scripts2.dll to scripts.dll. When you have finished playing single player, you can rename the files back.

I've heard people say that but just assumed it was a few minor unimportant bugs. never realized they could be game crippling but thanks

TBH I don't know why people have issues with 3.4.4 in SP.

I played it on 2 maybe even 3 different systems with 3.4.4 and never had a single issue 0o

Subject: Re: anyone else experience this bug in single player Posted by zeratul on Fri, 20 May 2011 21:22:03 GMT

View Forum Message <> Reply to Message

this is the screenshot i thought didnt take

File Attachments

1) ScreenShot32.png, downloaded 271 times

Page 2 of 3 ---- Generated from

Command and Conquer: Renegade Official Forums

