

---

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 Ravesaw 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 Ravesaw 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 19:21 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.

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 318 times

