Subject: Glitch today.

First time ive ever encountered this glitch, we were on n00bstories server and just started walls flying but every building was dead and no harvesters spawned. Only 1 or 2 PTs were in each base. Server had to be restarted to fix it lol.

File Attachments

1) Screenshot.48.png, downloaded 363 times

2) Screenshot.47.png, downloaded 361 times

3) Screenshot.46.png, downloaded 372 times

Battlefield Information

Rank	Name	K/D	Score
1	uboom	1.5	21
2	creed3020	2.0	14
5	★ c0vert7	1.0	7
8	jamrev73	0.0	3

Rank	Name	K/D	Score
3	woj107	0.5	11
4	Dyna	0.3	11
6	TrackFan7	0.7	7
7	suwu	0.0	6
9	idknuttin	1.0	3

Subject: Re: Glitch today.
Posted by liquidv2 on Tue, 06 Nov 2012 04:40:15 GMT
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look at creed gettin jiggy with it

Subject: Re: Glitch today.
Posted by Major-Payne on Tue, 06 Nov 2012 06:30:02 GMT
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hahahahahah lmao

Subject: Re: Glitch today.
Posted by Wyld1USA on Tue, 06 Nov 2012 12:53:40 GMT
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It's the triple 7's glitch. You know it, when you have 3 players with "7's" at the end of their nick = everything dies. I thought TT fixed that.

Subject: Re: Glitch today.
Posted by Creed3020 on Tue, 06 Nov 2012 23:29:30 GMT
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liquidv2 wrote on Mon, 05 November 2012 23:40look at creed gettin jiggy with it

LMAO

Not sure what key I press on the keypad but at that moment it was a very funny pose.

This was a really weird bug. I had never seen it before which is kinda cool. Credits were also going up the 2 every second even though the Refineries were both dead.

More screenshots here:
http://www.n00bstories.com/forums/index.php?t=msg&th=15390&start=0&r id=797