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Subject: Bug Noticed

Posted by [Wyld1USA](#) on Sun, 06 Feb 2005 17:04:17 GMT

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Quote:1. I don't think there is any way we can keep things from spawning in the doorways. The best way to handle it is to touch the item and pick it up.

2. How did you damage someone on your own team? Was FF on? And on different servers? Hmmm.

1. If you have full health touching it won't matter, as that was the main problem. You have to either run to the tib field and then run back or something like he said with self damage c4. It is just hard to get a peep to understand in a game he needs to damage himself to get the door opened. It is already a sad site seeing him continually run into a door that won't open. (kinda funny too). I understand this game fully and knew what the problem was. But, the average player wouldn't, and in this case didn't.

2. The answer here; (this maybe the neutral glitch you speak of, I have not heard of that term) if you jump out of your tank, doesn't matter GDI or NOD and hit the fire button at the same time you can cause damage to either your own building or a teammate. Now don't go crazy with this one, I just know this as an experienced player. Comes in handy when you want to snipe or inf in an AOW server (passworded) with your buds and you can get rid of base defenses without effecting the score. I have also used it to kill cheaters on my own team when a Mod was not around to kick. Really pisses them off and they leave. (I really can't believe there are still cheaters and/or servers that aren't running RG, it truly works and doesn't "lag" the game as they would whine about) "giggle"

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