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Subject: Re: Few Glitches? All Videos

Posted by [StealthEye](#) on Mon, 04 Aug 2008 11:20:27 GMT

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1) I can't reproduce it, in TT nor in 1.037. Is there anything special about what you do except for holding v and moving the cursor? I always walk in the way my soldier is facing while holding the forward key.

2) I don't really see what's wrong about this? Note that the AGT rockets by design only fire when any of the machineguns found a target.

3) We can't fix the way it moves, I don't understand what you mean by "disappear glitch".

4) I think we should make the ob hit the soldier, rather than the ground behind/below it as it does now.

5) There is a fix for this, but yes, it should be included in TT.

6) Not critical, but probably easy to fix.

7) Should be fixed.

I added 4/5/6/7 to the todo.

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