

ET: Legacy Development - Bug #712

Kills with airstrike don't always show up in console and HUD

13.12.2014 17:33 - Saukko

Status: Invalid	% Done: 100%
Priority: Normal	Spent time: 0.00 hour
Assignee:	
Category: Mod generic	
Target version: 2.71	
OS:	Arch:
Description See the demo for the proof. I tried this dozens of times and probably two times I was able to reproduce it. The reproduction rate is rather low. It seems very random. No fps lags, no connection interruptions. - *S	
Related issues: Duplicates ET: Legacy Development - Bug # 507: Some MOD aren't caught Fixed 12.02.2014	

History

#1 - 13.12.2014 19:50 - Spyhawk

- Related to Bug #507: Some MOD aren't caught added

#2 - 14.12.2014 01:09 - Spyhawk

- Related to deleted (Bug #507: Some MOD aren't caught)

#3 - 14.12.2014 01:10 - Spyhawk

- Duplicates Bug #507: Some MOD aren't caught added

#4 - 14.12.2014 01:11 - Spyhawk

- Category set to Mod generic
- Status changed from New to Invalid
- % Done changed from 0 to 100

Duplicate, closing.

#5 - 16.12.2014 17:26 - IR4T4

- Target version changed from 2.78 to 2.71

Files

demo0058.dm_84	73.8 KB	13.12.2014	Saukko
proofz.jpg	287 KB	13.12.2014	Saukko