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Subject: C&C\_Tempest, the first map to premier Stonerook's concep  
Posted by [Anonymous](#) on Sat, 21 Sep 2002 15:54:00 GMT

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quote:Originally posted by YSLMuffins:Well, right now I'm tweaking with the ANIM\_LOGIC\_LINEAR setting, but whenever I select the KILL collision mode it reverts back to PUSH whenever I hit ok. Why is that?I don't know, but if you want to try this I seriously suggest doing a lag test with at least 16 people. Something tells me this'll lag the engine to no end.

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