Subject: Engine, mod tools, map etc fixes that BHS may be doing
Posted by Majiin Vegeta on Mon, 17 Jan 2005 05:17:16 GMT
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it all sounds great!

Quote:change the engine so that it doesnt read *.dep files (will speed up map loading)
yea this will help ALOT! i already load a map wihin 1-3 seconds
that 1 extra second will make me wait longer at a grey screen waiting for the server to load

Quote:possible vis error for soldiers in tunnels on volcano
talking about vis errors..
one that bothers me as much as this one on C&C canyon taking a light tank down the bridge in
the GDI base towards the refinary removes the tank off your screen.. you only see the shadow
and you cannot get a normal view unless you exit and enter the vehicle again >_< this only
happens with the light tank

if i can i will get screenshots when i next play