
Subject: Bugs

Posted by [AlmightyHydra](#) on Sat, 05 Feb 2005 22:51:01 GMT

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I take it everyone else gets "Warning: Nod Turret (which sounds like tirrit) Under Attack" when on GDI?!

Other bugs I know of -

You receive "Unit Lost" messages from your enemy team's vehicles

Text on the game loading screen top right goes off the edge

Other semi-bugs:

The font SUCKS!! I'd wear out my 1 key before writing enough exclamation marks. Please put a new font in, better still use the original.

The C4 beeps are rather quiet

The "..... Destruction Imminent" warnings happen on like 5-10% building health, this is totally useless because before the announcer has finished saying "Destruction" the building's gone down. The threshold should be changed to 25-30%

The pics on the game loading screen have nothing to do with the text next to them

The death sound effects are a little silly, especially Sydney's "AIIIIIIIIIIAAGGHHH"....

On a good note, Nice things:

I like the "... repaired" messages, the beacon countdown PWNS - nice job, and I like having the "harvester under attack" and random propaganda announcements you get when you host

What is the latest news re above bugs, when/if they will be fixed etc?

AlmightyHydra
