Subject: C&C_Marsh_BETA2

Posted by Sanada78 on Fri, 18 Feb 2005 22:17:30 GMT

That is strange.

I have no idea what would be causing it to be honest. I've noticed that the stuppid mine bug is still there too. There's also some other problem where you FPS suffers from pausing and usually stops until one of any building is destroyed. Could be the repair script causing this but I don't know.

You could just remove it from the rotation if it's too buggy. Adding custom content seems to be worse because it never seems to work right. :rolleyes:

Only way I could fix it would be to remove all custom scripts etc, but then things wouldn't work like the Repair Pad and ConYard building repair. If that won't fix it then screw it.