Subject: ... news ... news ... news ... news ...
Posted by Minax71 on Wed, 03 Aug 2005 14:09:06 GMT
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Well, dead or alive - here are two new screenies to keep you attracted. Both show new features that had not been implemented last week.

Seems like Sekhmet is having a tough stand vs. Officer Dandan. Luckily for Nod he is not the only defender.
Units, Vehicles & Buildings have hitpoints now that can be visualized during replay.

Ooops - seems that SOL2 of Nod stole a GDI Humvee. Silly GDI.
Look at that coward in the medium tank who is moving away from the battle !

Changes since last week:

Hitpoint visualization
Destroyed buildings are shown correctly
Players can be selected by mouse to enable tracking
Vehicles have a viewable passenger list
Stealth units become stealthed
Lots of bugfixes and optimizations

Watch out for the public beta release (hopefuly at the end of this week) to paly around with the first test replays!

MfG;
Minax71