
Subject: Reduced game features in Client Mode

Posted by [Protoberance](#) on Fri, 25 Apr 2003 11:41:15 GMT

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Hi all, i have no typicall problem like the users here in the board, but i hope someone can help me. Many of you must have recognized the reduced features while playing in online mode as client. For example the animation for the obelisk misses. You cannot see it load or sometimes even not the beam when it fires and the sound is also deactivated. Another annoying things are the missing status for the harvester when you press "K" (Key by default for the hitpoint stats) or some audio messages like unit destroyed. There are also this little marks over the characters head when you use the radio commands. This are all no rly problems but it would be nice, if i could activate em. So i hope you can understand by, my english is a little bit crappy.
