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Subject: Re: Another WIP Map

Posted by [Titan1x77](#) on Wed, 15 Feb 2006 04:38:12 GMT

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easy fix for the harvys.....play test the map and get the timing just right for both of them.

Some maps i have made the WF/AIR where in spots not ideal to get the harvy going at the same pace for both teams.

once you find the exact time for each team, Temp a new REF controller and change the load time for the team thats moving to fast...example would be GDI is quicker by 3 seconds...change unload time to 13 seconds for GDI's REF.

\*\* make sure you delete the old REF controller, Save, and shut down LE....load it back up and THEN place the new REF controller.

If theres a large time gap....you then may consider re-arranging the base or Tiberium field setup.

From the looks of it....Nod might need an unload time of like 16-18 seconds.

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