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Subject: Re: Gateshead Re-release

Posted by [Cpo64](#) on Thu, 08 Feb 2007 06:01:48 GMT

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LMAO...

I guess... the wall isn't high enough,

There are a few things I would like to fix about the terrain, such as, a higher wall, some misaligned veticies (tib field) blocking off access to certain areas. But I don't have the gmax file anymore... so there isn't much I can do.

As for the issue you showed specifically... I don't think it will effect game play that much, if the wall was there, you would have hit it, and almost certainly blown up as a result of the fall. So in the end the result is the same.

Edit: Bah you cheated, editing the vehicle to make it go faster

Under normal circumstances, the buggy barely even leaves the hill side!

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