
Subject: Re: C&C_Epocilation

Posted by [sadukar09](#) on Mon, 06 Aug 2007 16:33:49 GMT

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Harvesters at some angles create a weird box near the lights.

The bottom of the SAM site disappears after certain height. (maybe Put the SAMS/AA Guns at the back corners AND create a rear entrance guarded by 2 turrets for Nod and 2 Guard Towers for GDI.

You still get this bug but You can't go into the building anymore (Maybe have a vehicle blocker near the bottom.

It lags a lot to be in both AA gun's blast radius. My Normal FPS is 60-65, when in the middle it dropped 20. For people with lower end PCs, it will lag like HELL. And btw those AA-Guns shoot Nod tracers (red), maybe Remove the explosion and add a fast firing weapon (bullets come out of all the barrels) and doing...maybe does half the damage as a SAM site, but twice the rate of fire. The AA-Gun also shoots as far as the AGT (btw AGTs are not working) and beyond that it still shoots you but misses.

I don't know if this is a bug or not, but I'll mention it anyhow. The Wall corner hubs, when you destroy them. They don't open the wall. I'll post screen shot if you want.

Got stuck here again
