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Subject: Re: C&C\_Epocilation

Posted by [R315r4z0r](#) on Mon, 06 Aug 2007 17:19:56 GMT

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Whoops, forgot to put the blocker on the Conyard XD

Lets see.. I figured that the AA guns would be laggy, the problem is that the explosion is what gives it its power.. I will need to figure something else out.

Yes I know they shoot Nod tracers, they were the parent off of what I made the the AA turret, I don't know the model name for the GDI Tracers. And I purposely made it so that they miss if you are too far away from them.

Those light bones on the harvester, I cannot fix.. I don't know what causes it, but it makes hidden objects show up under the correct circumstances.

I will put a vehicle blocker under that building.

The corner wall hubs being destroyed not leaving a gap isn't a bug. If an enemy wants to get it, they need to find the right segments to destroy

I figured the AGT wouldn't be working. That is a good thing.

And finally, about the SAM sites, that problem seems to happen with a lot of things in the bases, not specifically the SAM sites. But if I move the SAM sites into the corners, they won't be able to fire over the walls. I will have to think of a fix.

Thanks for your help

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