
Subject: Re: C&C_Epocilation

Posted by [R315r4z0r](#) on Thu, 16 Aug 2007 22:58:14 GMT

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This is a full list of things I have changed so far since the last beta:

Renx:

- Put infantry blockers on canyard, to keep people from getting stuck near ramp.
- Put vehicle blocker on building over hang, to hopefully stop the camera from going inside the building.
- Deleted older Duel AGT/Ob (Those had seperate prefixes) and put in new models, each with same prefixies)
- Rotated both AGTs 90° so guns fit on them correctly.
- Added in 3 new buildings for infantry to play on.
- Created new VIS sectors on cliffs to help with VIS glitches. (I haven't generated the sectors yet... could that be the problem?)
- Put little mounds for the SAM sites to rest on.
- Replaced Silo models.

Level Edit:

- Added map objects (Barrels, crates, ect)
- Re-computed vertex solve (Lighting)
- Deleted old AGT/OB Building controllers, and put new ones on.
- Temped and renamed building aggregates to fit the buildings.

I believe that is all.

Could it be a problem with the VIS not being Generated yet? I doubt it though...

Maybe I should export an older version of the map, before the changes, and see if it works..
