

---

Subject: Re: C&C\_Epocilation

Posted by [R315r4z0r](#) on Mon, 10 Sep 2007 18:52:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Yes, unfortunately I know of this already. I wasn't able to fix it because no VIS data was generated for those areas.

But don't worry, I will make new zones to put under the buildings, so I can fix VIS problems in them as well.

So far the only VIS errors I have found on my own are:

- Outside the GDI base, looking over the cliff
- Outside Weapons Factory garage, looking at AGT
- Inside Hand of Nod on Ramp and near windows
- Inside both GDI and Nod refineries
- Inside Infantry Barracks

As well as a problem that I noticed my self: The Nod SAM site near the Power Plant is too close to the wall, and is unable to fire over the wall.

This brought a question to mind:

Would you guys, the players, rather have the base's Anti-Air weapons on the inside, or the outside of the base walls?

Advantages of having them on the inside:

You can repair them easily, they are more well defended, cover a little more of the base's Air Space

Advantages on having them on the outside:

Further range for enemy's sneaking around back, better accuracy, 'No where to hide' because walls won't obstruct the shots fired.

So what would you prefer? Inside, or Outside?

---