
Subject: Re: Reborn Infantry Beta
Posted by [CarrierII](#) on Wed, 27 Feb 2008 16:32:49 GMT
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I'm afraid walking through buildings is back... only slightly though... (Silver thing on HON has no collision, so I can walk through it)

I also found that a jumpjet trooper with enough luck can get beacons into unreachable places... might want to consider making sure you can't place beacons on ledges of Nod PP, as it isn't reachable from the ground at all, example attached.

Finally, a minor texture glitch on BeachFront (Using an ATI HD 2600)

Otherwise I'm very happy with this, I'm sure that they'll get vechs out soon.

File Attachments

1) [InHONDome.jpg](#), downloaded 413 times



2) [UnfairIon.jpg](#), downloaded 411 times



3) [Untitled.jpg](#), downloaded 400 times

