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Subject: Re: Reborn Infantry Beta

Posted by [danpaul88](#) on Wed, 27 Feb 2008 22:02:31 GMT

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Found a bug, if you climb the right hand ladder (right when facing towards the upstairs area) in the nod PP you get stuck inside the purchase terminal. I had to suicide to move away from that spot. I can't remember which map this was on, but there are only 3 so you should be able to test it pretty quickly.

Also the GDI Vulcan cannons do not seem very responsive, I could stand in almost full view of them and shoot at them and they would not fire back, might need a bit of tweaking.

Other than that I can't say that I found anything massively wrong, although it's a bit odd that lilith (sp?) can heal herself just by shooting at her feet.

EDIT: One other thing actually, jumpjet infantry can place beacons on the roof of things like the tiberium silo / power plant / barracks etc where Nod would have a hard time disarming them, and in some locations it would be impossible to disarm them without some flying infantry of their own. Might need some script zones to prevent beacon deployment in some places.

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