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Subject: Re: Reborn Infantry Beta

Posted by [Zion](#) on Thu, 28 Feb 2008 11:38:49 GMT

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Played the skirmish for 5 minutes and found two 'bugs'.

The Jump-Jet Infantry firing animation in 3rd person view is at the floor, he shoots at the floor.

Also, the Nod Lazer Turrets needs a smoother targeting system, it's not cool when they just jump around at the target as it locks on every X seconds.

I'll play it for longer and find more, i know i'll find more...

Other than that, and the lack of framerates, it's not bad, not bad at all.

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