
Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by [CarrierII](#) on Sat, 10 Jan 2009 09:13:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

cmatt42 wrote on Fri, 09 January 2009 19:39CarrierII wrote on Fri, 09 January 2009 12:35If there is no Vis data then that explains Chuck Norris' problems, as he is rendering loads of things at high detail, then overwriting them. Do at least generate vis for the final map, because otherwise older PCs will actually collapse.

This. To the people who are like "add vis, do it now", it can take several hours to generate vis. Just wait until the map has all the bugs worked out and is ready to go before complaining.

I am aware it takes a long time to generate, but I did say "at least for the final map".

Awesome map, but some important bugs that hand quite an advantage to Nod:

First, the air tower is not targetable with a med, only the actual strip! This is a bit unfair, but worse is to come...

I then tried to use C4 on the strip MCT, assuming that the scripts were in place to destroy it. They weren't.

That strip should be dead, as I used my hotwire's two timeds and a remote, it has taken no damage!

As for the FPS issues, I get a steady 45+ when playing by myself, and 60 in the tunnels. I have AA turned off as I notice no real quality improvement, and it just slows down.

File Attachments

1) [HGFlyingBug1.jpg](#), downloaded 1084 times



CarrierII

N

EV

+ 400

325

Credits: 10005

Time Remaining

2) [HGFInvincibleStrip.jpg](#), downloaded 1069 times

CarrierII: IIII



CarrierI

Carstrip
■■■■■■■■■■

N
EV
+ 400
400

Credits: 10059
Time Remaining