
Subject: Re: CnC Reborn : Jumpjet Animation Test
Posted by [Renardin6](#) on Fri, 30 Oct 2009 01:23:03 GMT
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SSnipe wrote on Thu, 29 October 2009 00:58GEORGE ZIMMER wrote on Wed, 28 October 2009 22:10SSnipe wrote on Wed, 28 October 2009 15:38Now that's a JJ, Now, But a lil slow don't you think, I mean it can fly away but if it cant move that fast running or flying away and dodging is useless

When they were faster in the infantry beta, they were horridly overpowered. Trust me, when they're high up in the air, they're still pretty damn hard to hit.

Also, they moved terribly slow in TS.

Well in beta is was not the speed that was hard it was the fact they skipped and lagged across the screen, take a look again how slow it is, really hard to dodge at that speed, I predict JJ deaths in the hundredths!

well if this happen in public beta once script 4.0 is released, we will make him faster.

As for the camera, it's being fixed by Darkangel. thx for the feedback guys.
