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Subject: Re: SCUD Storm open BETA release.  
Posted by [Jerad2142](#) on Mon, 08 Mar 2010 19:35:20 GMT  
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The build system is pretty cool, took a few seconds to figure it out, I'd almost think it would be better to make mouse wheel scroll through the available buildings, then select with the three mouse buttons, then double click to place or something like that. That would make it so you didn't have to move your hands lol.

Everything didn't work right for me until I use the ren shaders to start the game, disabled the shaders in the bhs options menu, then put the Scud storm shaders back in. After that it all worked right.

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