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Subject: Re: This place is dead

Posted by [EvilWhiteDragon](#) on Thu, 24 Feb 2011 08:28:33 GMT

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Spoony wrote on Sun, 20 February 2011 23:16if you fancy a reneproject, how about fixing the bugs on glacierfly?

FPS bug is the most pressing issue, plus some other stuff like the prox mine bug, "leaving the map", dead buildings not looking dead.

also, if making it balanced between Nod and GDI is at all worthwhile, don't let tanks hit the air/ref from the bridge.

The proxy thing is fixed in TT... Along with some other things related to Glacier, but unsure what they are anyway.

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