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Subject: Re: RA\_Fjord

Posted by [Aircraftkiller](#) on Sun, 07 Aug 2011 06:13:43 GMT

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Ran into more issues, as can be expected. I'm pushing out this version so you guys can play with it and tell me what you think of it so far. I've enabled flying units, but I will probably disable them for the final release.

#### DISCLAIMER

This is essentially an alpha test. There are a lot of things that aren't working right now. Feel free to mention bugs, but don't expect this to be playable. It isn't. The Nod spawners aren't set up beyond a single spawner, Nod has no purchase terminals, and the GDI Repair Facility isn't operational. The lighting on the trees isn't fixed yet, so they're lit up improperly. Some of the lights aren't in yet.

If you find errors beyond what I've listed, please take screenshots and post them here. I would also like to have everyone who plays try running around and firing at just about every different texture you can see. Make sure they have a proper surface effect (e.g. rock sounds like rock, ice like ice, grass, etc...) associated with them, in case I missed something.

<http://www.3dholmes.com/downloads/Renegade/Fjord.rar>

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