
Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Tue, 06 Sep 2011 15:28:26 GMT

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I think it's perfectly sized. It isn't as big as you think it is, only the size of Glacier Flying. In other levels, assuming you've lost vehicle production, you have to run across barren landscapes to attack the enemy base. In Fjord you can use the terrain to your advantage and pass through almost unnoticed.

What hill are you talking about? The one with the second road? It's meant to be traversable... There are three primary ways of attacking: The overland road, the middle road, and the river.

Grenadier alt-fire can be changed, but we'd need more players to test it.

The Mammoth turret uses the same settings as the original Mammoth. I'm not changing it.

I prevented you from landing on the mountains because I don't want to encourage people "sniping" in prime locations that are inaccessible without helicopters. The only place to do it is the Ore Refinery.

The waterfall plays constantly for me. It's probably not playing for you because your computer might not be up to spec. I'd need to add a vis system to optimize all of the special effects so they consistently play instead of being hidden by Renegade when there's too much on screen.
