
Subject: Re: RA_Fjord

Posted by [Caveman](#) on Wed, 07 Sep 2011 07:23:05 GMT

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Aircraftkiller wrote on Tue, 06 September 2011 16:28 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.

It just looks and feels much bigger than glacier flying.

Aircraftkiller wrote on Tue, 06 September 2011 16:28

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.

Come out of the strip turn right about 30 degrees and go up the hill (as if you was going round the mountain but the long way) do this with a recon bike and it will flip cos you have put a blocker there but you can't tell you have until it's too late.

Aircraftkiller wrote on Tue, 06 September 2011 16:28

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

Ok great... I do think they're a little over powered.

Aircraftkiller wrote on Tue, 06 September 2011 16:28

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

Well I don't know how to explain it maybe it's my eyes but the turret seems to move quicker now?

Aircraftkiller wrote on Tue, 06 September 2011 16:28

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.

Ok it was just a suggestion.

Aircraftkiller wrote on Tue, 06 September 2011 16:28

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.

I doubt it's my computer specs... It played the one time and just stopped. I was still near the waterfall when it stopped.
