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Subject: Re: C&C FjordsTR released

Posted by [Aircraftkiller](#) on Sun, 20 Nov 2011 06:08:21 GMT

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You have to put these changes into a larger frame of reference to understand why things are. The MRLS fires two missiles, not only to be accurate to Tiberian Dawn, but also to consolidate the damage of six missiles into two. This has the effect of making it much more dangerous than it was in Renegade, because if only two missiles track on average, it's better to have them do more damage than fractional damage. This also makes them potent anti-aircraft weapons, negating the dynamic of having Havoc/Sakura/other "snipers" destroying aircraft.

You are correct, the way I have the tile objects (trees, specifically) set up isn't maximizing frames. If I combine them into several "larger" objects, they will render faster and the engine will cope with them easier. I'm planning to eventually get around to fixing that along with some other minor re-balancing, such as moving the Weapons Factory in place of the Barracks.

Thanks for the commentary, though. I appreciate all thoughts and viewpoints so long as they're presented in a respectable manner.

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