
Subject: C&C_Bio Testing

Posted by [General Havoc](#) on Mon, 22 Sep 2003 15:10:41 GMT

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Great map overall for an initial release. With a little more work it can be a decent map. Here are some things I suggest:

- Quite a lot of VIS glitches in 3rd person. Noticed some on bridge over bio lab, Obelisk looking out of door, Airstrip looking out of door etc. Just walk around it in different views like suggested in YSLMuffins Vis tutorial, also as ACK said use wireframe to see things that "pop up"

-Disable all collisions on animated objects (tib monster, crystals), this will speed up the game as the server doesn't have to bother tracking the position of these objects.

-Maybe make some of your own DSAPO objects to make some areas more interesting. You can use the "twitch" feature of the objects to make it animate when you shoot it.

-Maybe add fence the the bridge over the bio lab to stop people jumping off.
