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Subject: C&C\_Bio Testing

Posted by [Titan1x77](#) on Tue, 23 Sep 2003 11:55:30 GMT

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General HavocDisable 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 add fence the the bridge over the bio lab to stop people jumping off.

couple of great suggestions ...along with the tiberium zone...prehaps a death zone so chem troopers even die down there.

Please release a Base defense version too....that way we have the best of both worlds.

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