Subject: Re: 4.3 RC3, maps and DA Posted by dblaney1 on Thu, 26 Jan 2017 21:38:22 GMT View Forum Message <> Reply to Message

Getting rid of the ugly laser fence added to the top of the ref on complex would be nice. Its a crappy solution to the B2B problem. Theres no reason for it to be on the clients at all actually since building damage is calculated entirely server side.

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums