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Subject: C&C Reborn is released

Posted by [forsaken](#) on Sat, 27 Dec 2003 06:59:22 GMT

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other bugs I found after playing awhile

-repairing underground of course, when your GDI it's like playing Whack-a-Mole

-you can plant beacons underground underneath buildings

-to sum up the above, you don't die when you exit underground

-you can enter tunnels on DustLand with a recon

-wierd teleporting, on Ultimate Canyon when I went in teleport I went to an area that went to underground section

-when you surface with a flame tank into the GDI WF, you cannot be seen by the enemy.

-when surfacing, many times you get stuck, and before release they said would be able to get out of being stuck, such as to a rock, gate, building, or another vechicle by digging again, but it does not work.

-of course the ob can't hit floating men, such as the jumpjet.

-need better sam sites.

-orca bomber owns everything on the ground and air (air because of it's rotary machine gun which has a large rotating radius).

-an observation: the banshee fires 2 shots at a time every second or so, when I thought it shot about 6 shots and had a reload of about 3 or so seconds.

-the no collision thing on ultimate canyon sucks, repairing the MCT of the GDI Refiniery when a vechicle flies through it and squishes you.

-when the helipads for both Nod and GDI are knocked out, air vehicles are not disabled and can still be purchased.

-sometimes vehicles are destroyed because someone bought another vehicle before yours exited the WF.

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