
Subject: C&C_Islands_KOTH released

Posted by [Titan1x77](#) on Fri, 13 Feb 2004 09:42:44 GMT

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Sk8rRIMukLooks nice.

But

I have installed all the scripts correctly and the telportation still does not work for me.

Also the water sucks, you can still go under and it loks like normal land under a blue blanket, this should be fixed (I have seen it in other maps as welll).

Overall it may stand ground for people who like wierd and diffrent modes of play but it doesn't hold ground for me.

where did you install the scripts.dll?

and also did you have a scripts.dll and scripts2.dll b4?

Water isnt a big deal...it's like that on almost every map with deep water...I could of added emmiters down there but didnt want to take away from the FPS...better to have it run smoothly then to have some nice water effect underneath the water plane making it lag.
