
Subject: For fans of Ground Control.....

Posted by [gibberish](#) on Wed, 23 Jun 2004 22:37:19 GMT

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I found a couple of bugs:

- A couple of times it told me I couldn't move somewhere but when I clicked several time manually I was able to.
 - Additionally units get "stuck" sometimes and have to be manually moved.
 - Bridges don't work well, I kept finding the camera dropping below the bridge so I couldn't see my units.
 - Additionally when the camera was "under" the bridge I was able to see shadows on the ground directly under the bridge (the shadows should have been on the bridge).
 - There is also a bug after the cinematics are played the right click gets screwed up.
 - The AI is terrible (almost as good as Renegade) the most laughable case was when I had a large force hiding over a hill and the computer kept sending units over the hill, after they "saw" my force they took fire from my vehicles then retreated, however as they retreated they lost sight of my units so then they went back over the hill again.
Net result they kept running back and forth taking shots from my vehicles until they were all dead.
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