
Subject: Bugs

Posted by [AlmightyHydra](#) on Sat, 05 Feb 2005 22:51:01 GMT

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I take it everyone else gets "Warning: Nod Turret (which sounds like tirrit) Under Attack" when on GDI?!

Other bugs I know of -

You receive "Unit Lost" messages from your enemy team's vehicles
Text on the game loading screen top right goes off the edge

Other semi-bugs:

The font SUCKS!! I'd wear out my 1 key before writing enough exclamation marks. Please put a new font in, better still use the original.

The C4 beeps are rather quiet

The "..... Destruction Imminent" warnings happen on like 5-10% building health, this is totally useless because before the announcer has finished saying "Destruction" the building's gone down. The threshold should be changed to 25-30%

The pics on the game loading screen have nothing to do with the text next to them

The death sound effects are a little silly, especially Sydney's "AIIIIIIIIIAAGGHHH"....

On a good note, Nice things:

I like the "... repaired" messages, the beacon countdown PWNS - nice job, and I like having the "harvester under attack" and random propaganda announcements you get when you host

What is the latest news re above bugs, when/if they will be fixed etc?

AlmightyHydra

Subject: Bugs

Posted by [Dave Mason](#) on Sat, 05 Feb 2005 23:21:48 GMT

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DethHydra? or different?

Subject: Re: Bugs

Posted by [csskiller](#) on Sat, 05 Feb 2005 23:33:37 GMT

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AlmightyHydral take it everyone else gets "Warning: Nod Turret (which sounds like tirrit) Under Attack" when on GDI?!

Uhm,

EVA says the AGT is under attack when on Nod...
EVA says the OB is under attack on GDI...
EVA says the PP is under attack for both teams.

ETC

I can't really see why this is a bug.

Subject: Bugs

Posted by [IRON FART](#) on Sun, 06 Feb 2005 07:43:10 GMT

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Quote:

The "..... Destruction Imminent" warnings happen on like 5-10% building health

If it said destruction imminent at 25-30%, then destruction would not be imminent. When someone starts attacking a building, a warning goes off. If it does not get destroyed quickly, another warning will sound. This is just a "last chance" warning.

As for the C4 beeps, depends how close you are to it. The closer you are, the louder it will be.

Subject: Re: Bugs

Posted by [danpaul88](#) on Sun, 06 Feb 2005 12:24:01 GMT

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csskillerAlmightyHydral take it everyone else gets "Warning: Nod Turret (which sounds like tirit) Under Attack" when on GDI?!

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yes, but on gdi it says 'warning' for turrets under attack, it should just say turrents under attack. the warning part is only supposed 2 be heard for the team whose structure it is. why would you want to be 'warned' that an enemy structure is being attacked??

Subject: Re: Bugs

Posted by [Zonekill9](#) on Sun, 06 Feb 2005 15:12:53 GMT

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Well, Yeah, You can help at destroying the turret
