Subject: OK...these skipped effects REALLY needs to be fixed!!
Posted by Anonymous on Sat, 30 Mar 2002 09:01:00 GMT
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If you have ever played MP practice(it sucks sh*t!), LAN, or just HOSTED any server, you may have noticed that when you approach the Nod obelisk as GDI, you see a bright red light at top and a charging sound, then it shoots.Well, online (unless u r host) it appears that you see NO bright red light at top of tower and there is NO charging sound, just the shooting laser thingy is shown which is a laggy disappointment for GDI as it slightly gives Nod an edge. Sometimes if its really laggy, u c and hear absolutely nothing and jus die   Oh, and same goes for those doggone voice-message icons. Offline or as a host, an icon will appear over someones head when they send a voice-message(ctrl and alt keys + numbers) online of course you dont c this   due to latency, but it would help teamwork be somewhat less confusing   There are some other sounds that dont play online, but no others that are particularly important.

Subject: OK...these skipped effects REALLY needs to be fixed!!
Posted by Anonymous on Sun, 31 Mar 2002 07:14:00 GMT
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and the point of this is?? ww aint gona do anything if a bunch of us dont like it, all u have to do is put your graphics at highest and then u hear and c everything, even footsteps, (really good if your into sniping)

Subject: OK...these skipped effects REALLY needs to be fixed!!
Posted by Anonymous on Tue, 02 Apr 2002 19:50:00 GMT
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quote: and the point of this is?? ww aint gona do anything if a bunch of us dont like it, all u have to do is put your graphics at highest and then u hear and c everything, even footsteps, (really good if your into sniping) [He] has a point. It really does not have anything to do with you graphics level (trust me, I have used all of them except for the 16bit modes). Also, this sucks when you are a GDI with an expensive suit or tank (or any combinations) and you approach their base. Nothing...Nothing...Nothing...Nothing...Then out of nowhere you lie on the ground for 2 seconds then re-appear at the purchase terminal.

Subject: OK...these skipped effects REALLY needs to be fixed!!
Posted by Anonymous on Wed, 03 Apr 2002 13:04:00 GMT
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Fartmuffin has a point.

Subject: OK...these skipped effects REALLY needs to be fixed!!

Posted by Anonymous on Wed, 03 Apr 2002 15:02:00 GMT
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quote:Originally posted by unit037:[He] has a point. It really does not have anything to do with you graphics level (trust me, I have used all of them except for the 16bit modes). Also, this sucks when you are a GDI with an expensive suit or tank (or any combinations) and you approach their base. Nothing...Nothing...Nothing...Nothing...Then out of nowhere you lie on the ground for 2 seconds then re-appear at the purchase terminal.GOD I HATE THAT

Subject: OK...these skipped effects REALLY needs to be fixed!!
Posted by Anonymous on Wed, 03 Apr 2002 15:49:00 GMT
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This is cause of lag! Since I see the obesilk charging when am on a low-lag server! and i have 56k.

Subject: OK...these skipped effects REALLY needs to be fixed!!
Posted by Anonymous on Thu, 04 Apr 2002 00:22:00 GMT
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quote:Originally posted by Vladimer:and the point of this is?? ww aint gona do anything if a bunch of us dont like it, all u have to do is put your graphics at highest and then u hear and c everything, even footsteps, (really good if your into sniping)Dude, my graphics ARE at highest(except for curved surfaces, unsupported by a GF3 TI 200), and highest sound quality as well (EAX 2, 44 khz, etc.) this is a latency issue NOT a graphical issue. Cuz if i play Offline ill see and hear all the effects so it MUST be a latency issue.