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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.

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