Subject: Some things to add to your "to-do" list
Posted by PermaGrin on Sun, 22 Aug 2004 05:53:11 GMT
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1) In a 1player LAN game (think its host, but I only play 1 player LAN to test and I never host) when you hold the "K" key, you can see the health status for buildings and harv for both teams. When I play online in servers and hit "K" I see all of the same but the harvester status (this is why I am guessing its just for the host). Can this be fixed?

2) Since you guys are fixing things in maps like, as in past discussions, buildings jumping, back of bar/wf jumping, b2b, glass shot. Can you also make a note and fix areas of maps where you can go "out of bounds"?
Canyon for example, you can get up on the top of the map.