
Subject: Various things missing from multiplayer.

Posted by [m1a1_abrams](#) on Fri, 07 Jan 2005 05:29:26 GMT

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I've been playing the single player missions again and I noticed a few things that should be in the multiplayer too, but aren't for some some reason. Can any of this be fixed in a core patch? None of them are particularly important but they'd add to the look of the game.

The Tiberium Harvester is missing it's harvesting animation. I remember that RenAlert had trouble making the AI harvester animate, so perhaps this isn't possible to implement in multiplayer?

The tall spire part of the Tiberium Refinery is supposed to be a smoke stack. In the single player missions it smokes, but it doesn't in multiplayer. The Weapons Factory doesn't give off any smoke either and it probably should.

The Flame Trooper is missing his fuel cannister backpack.
