Subject: Re: Glacier.mix
Posted by flyingfox on Thu, 27 Oct 2005 00:34:28 GMT
View Forum Message <> Reply to Message

It's a good map but the glitches ruin it. Running through a tunnel and suddenly tripping 5 or 6 mines that you didn't see...and were supposed to...is crap. It could change the course of the entire game session. Say you were a tech/hotwire, seen the mines as proper, disarmed them then went and blew up an enemy structure?

I don't mind too much the other things, like the mines being 'magnetically' attracted to the repair beam in the middle of the map. There have been loads of discussions on the FPS (frames per second) rate on glacier_flying and many have FPS problems on that map specifically.