
Subject: Re: RenHawk - second public beta
Posted by [light](#) on Sun, 18 Dec 2005 04:28:27 GMT
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First of all this looks really good.

One think I noticed was when C4 blows, the get a line between the person who set it and the place it blew. (Which seems totally fine)

Did you intent this, because it causes lines to jump across the whole map if the person sets C4, dies, respawns, and then the C4 blows.

But for me to have to point that out shows how well this thing has been done.
