Subject: Re: Defence problem.
Posted by Spetz5 on Sat, 02 Sep 2006 16:13:20 GMT

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It's not FDS, just a LAN test of the map. And I am running it as a client. The map is just a redo of C&C Field, heres an example of what it does .

Hard to see in this one, but the GT's both shot at the wall before firing on my APC.

Ob's first shot was at the wall, not my APC

Turrets shot into thin air before shooting at me.

File Attachments
1) AGT01.JPG, downloaded 609 times

2) obelisk01.JPG, downloaded 603 times

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3) Turret01.JPG, downloaded 620 times

Spetznaz

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