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Subject: Re: Release 4 mods

Posted by [Jerad2142](#) on Fri, 13 Oct 2006 02:58:09 GMT

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Blazea58 wrote on Thu, 12 October 2006 16:16 Yea i guess thats understandable although maybe having a different day/night setting would suite it more. Maybe have it set at like 17:00 or less so it isn't quite pitch black as is.

Good idea with lights destroyable, adds alot of realism to it. Although what kinds of lights can be broken, all of them including street lights?

First 17:00 would turn it into a day/evening time. And I want it to be a night mission.

Second traffic lights are the only lights on the level (because there are huge battles on this level, and I don't want it to make other peoples computers run slow).

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