
Subject: Re: Announcing new AOW Type!
Posted by [reborn](#) on Tue, 09 Jan 2007 21:15:12 GMT
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darksnipa wrote on Tue, 09 January 2007 15:11 Forget the vehicle speed change... Infantry speed is what I keep.

Harvester doesn't glitch and doesn't get stuck. I tested it for every map on my server, no glitching, no stuck.

Thats great about the harvester, normally it is hourglass that really screws it up, the way-path is fine for normal speed, but too much change and it tends to get fussy.

However, your players WILL experiance un-bearable warping with the character speed changes.

Not that i'm trying to flatten your efforts, or making out that I am "uber pro" (because i'm not). But your mod has been done before, and better... Try thinking of unique ideas, and find a better way to implement them other then objects.ddb mods. It will pay off in the end. =]
