Subject: Re: LAN games with bots
Posted by havoc9826 on Sun, 10 Jun 2007 18:58:05 GMT
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Blah, I set a timer for 80 minutes for myself in a 1-person LAN game, and I got to the power plant ONCE before I died for the 17th time and had only 7 minutes left (I do have screenshots, but I'll upload them later if I have time). Freakin' HARD!

Anyway, a couple of gripes: the bridge before you reach the obelisk causes a HUGE load of jitter lag and FPS lag (18-22 down from 50ish, and I have a good machine and graphics card), probably from loading all the bots in the dam and bridge at once or something. Also, although it's nice that when the bots are in that "board the elevator" mode they choose not to shoot you unless you shoot them, sometimes when there's 10 of them in the same place, they clog the elevator and stop it from moving. It's also rather hard to get past that many on your way BACK from the power plant, when the ramjet only hits 2 people and you only get one timed c4 to deal with two waves of bots attacking from both sides.

Apart from that, I've been enjoying your map, and I hope to finish it before I have to write two essays as one of tomorrow's take-home final exams.