Subject: Re: C&C_Glacier_Flying .lvl file released.
Posted by reborn on Fri, 20 Jul 2007 17:03:06 GMT

vis is client side, cant fix it server side.

But there are lag areas that are not caused by the terrain, but something shitty inside the original .lvl files.
The fact that it has been reversed and re-done means that those crappy lag spots should now be gone.
I have no clue what they where originally, could of been some invisible blockers or something else, put there for ACK only knows reason.

If you make a .mix file from this release, you should find those dam nasty lag spots completely removed.