
Subject: Re: C&C_Epocilation

Posted by [R315r4z0r](#) on Wed, 25 Jul 2007 19:33:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

Cool cool, some of the things you said I already fixed, but a lot of that is very helpful

Like the emitters, I made a fix for that. What I did was made each puff more opaque, but I reduced the rate from 5.6 to 2.8. I also made a second emitter that has a maximum emission of 2000 particles. 2000 Particles in my emitter takes about 7-12 min to be fully released. By that time, assuming people play it, battles should be getting hotter, and a better frame rate would be needed. I replaced 6 of the 11 emitters with this 2000 version.

Also about the harvesters, I just played a game and they were making their own paths, but then I wanted to change teams, but keep my money, so I quit and restarted the map... now the harvesters follow the correct paths I gave them..

odd..