
Subject: Re: Release - C&C_Hourglass_Flying_BETA

Posted by [Fabian](#) on Thu, 08 Jan 2009 23:32:01 GMT

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u67951, what textures are missing?

Chuck Norris, I play in 1900x1200 with the same specs and I rarely drop below 50. From the info you posted we have fairly similar computers. Most of the time it stays at the 60 fps cap. I'm expecting a drop in framerate, as this map is a lot more complicated than stock MP maps. You may need to drop that AA to 2x or something.

Known Issues as of now:

- AGT gun placement
 - HON/STRIP hut windows
 - Tunnels need vehicle blockers
 - End-game beacon zone not defined
 - Infantry kill zones needed on rooftops to prevent cheap beaconing (no building ramps!)
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