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Subject: Re: Release - C&C\_Hourglass\_Flying\_BETA

Posted by [Fabian](#) on Fri, 09 Jan 2009 05:25:33 GMT

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u6795 - I'd be willing to bet that if you had a vanilla data folder those texture problems would go away. Since almost no textures are from the original game, and some of those come through just fine, it's the only solution I can think of. Is there a grass.tga in your data folder?

Updated known bugs:

- AGT gun placement, some parts of AGT don't register as part of building
- HON/STRIP hut windows do not shatter correctly
- Tunnels need vehicle blockers, including tunnel hole entrance where Orcas can get stuck.
- End-game beacon zones not defined
- Infantry kill zones needed on rooftops to prevent cheap beaconing (no ramps!)
- Boulder near GDI Barracks missing collision settings
- In the middle tunnel (under the hill), the east exit that leads out to the dirt path is textured incorrectly.
- Build Dynamic Culling System needs to be run to squeeze some extra performance (VIS sectors will most likely not be done)