
Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by [Fabian](#) on Sun, 11 Jan 2009 05:19:14 GMT
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www.wpi.edu/~mjfabian/C&C_Hourglass_Flying_0.89.zip

Can people please tell if their framerate is any better on this? Some areas of the map have their collision screwed up, and there are many VIS errors, I'm sure. I just want to see how much of an improvement a VIS system and dds textures will give.
