
Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by [Reaver11](#) on Tue, 13 Jan 2009 17:05:18 GMT
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These bugs I will post are different from that doesnt looks nais.

I would really recommend you block the waterfall differently now if you drive over it it looks like your floating with you vech. A small cover should be sufficient.

Atm you can fly to the strip with an orca withou beeing killed.

For the rest I have screenies.

If you look closely you can see a small gap between the ground and the rockwall.

You can fly in buildings with ease.

I know you dont want ramps on your map but these non flying setup buildings will have vis problems + mayby other problems.

Like you can fly through the WF smoke pipes.

Plus you can get an apc stuck in a barrel.

I like the methode of blocking beacons on top of buildings but I would advise to use flying buildingsetup.

You are nearing a good map release just fix what needs to be fixed. Mostly it are minor details.
