
Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by [Reaver11](#) on Tue, 13 Jan 2009 17:36:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dont forget to give the WF smoke pipes or what ever you call them a physical collision.

The point is I dont say you need the building ramps but in the flying building setup are vis parts for flyingmaps. If you are going to render vis you will need those.

Plus I can assure you I dont have any other version of hourglass_flying in my data folder then 0.95.

What I find weird is that the .thu gets to a size of 853KB which compared to my other thu files is big. (It could be an error my side im not sure)[Ill check if I can find what is really causing my problem]

EDIT: The buildings are to high on the ground. You basically have a doorstep. Which isnt good looking. You can better use boolean to remove terrain under the building and make sure there are no doorsteps.
