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Subject: Re: RA\_Fjord

Posted by [Aircraftkiller](#) on Wed, 10 Aug 2011 16:59:37 GMT

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I'm almost ready for a public beta test for gameplay design. I should have all the trees placed now. I want to add some more shrubs to the new trees I've added, but after that it should be good to go. I think I've found a solution to the tree problem, so I'll use trees with needles that have projectile collision to get the shadows I want. Then I'll export the level to \*.mix format and delete the trees with collision, and replace them with non-projectile-collision needles.

I'm going to test this now. It's pretty much required to do this otherwise the Flame Tank and Flamethrower are going to take your frame-rate down to nearly nothing if they attack a tree. On the bright side: The trees casting dynamic shadows on soldiers and tanks looks really amazing when you're in a shadowed area.

/edit

This method works. The lighting is now correct, and the fir needles no longer have collision. The tree trunks do, but that's expected and obvious. I'm getting closer to wrapping up development on this, but I would like to get the Mammoth Tank a re-paint job before I release it. Plus, I need Scripts 4.0 to be in public beta before I can release anyhow: The camera-parallel bushes will look right when that's out. The Shrine of Nod and Advanced Communication Center will control beacon purchases with Scripts 4.0. There's some other things too, but those are the major holdbacks before Fjord is ready to go.

I'll see about a public beta test soon. Would like to get some matches going.

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