
Subject: Re: RA_Fjord

Posted by [crazfulla](#) on Sat, 10 Sep 2011 13:10:51 GMT

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1. Some buildings' interior aggregates don't change state when the base power goes offline. Though this may be intentional as there is some nice lighting that would otherwise probably be affected.
2. There are no Purchase terminal objects in the Nod construction yard, only the visual model. Though you may already be aware of this as someone already mentioned missing PTs.
3. Most importantly; the pickup truck doesn't appear to respawn! Am I right or am I just not waiting long enough? :(

Also, just a comment in regard to the sewer access tunnels in the GDI base, I don't exactly feel you should be able to shoot out the drains (IE with a pistol)... perhaps they should require a C4 charge?
