Subject: Re: 4.3 RC3, maps and DA
Posted by XD_ERROR_XD on Fri, 27 Jan 2017 10:52:20 GMT
View Forum Message <> Reply to Message

Could you add some manual VIS points to Glacier_flying? The issue is rather insignificant but it would always be nice to see these kinds of issues fixed

http://imgur.com/a/HEnUB

Weapons Factory. When walking near the decorative terminal, and looking in certain directions.

http://imgur.com/a/aRPct

Tunnels near the main entrance of the Nod base. When walking towards the base, certain textures won't load until you walk into the tunnel leading to the obelisk and the back of the HoN (first image).

http://imgur.com/a/BBEPW

Same location, however, this time you spawn as Nod. I spawned in the PP (i'm not sure where you would have to walk to make VIS do that at that location), went to the same spot, now any unit is invisible until you walk far enough. This one is a bit annoying.

Another question though! Very trivial, but is it possible for allow for clients to enable and disable screenshake, instead of servers only? I would like to make a few short videos with screenshake, but to do this in a populated server I would have to use pre-4.0 scripts.