Subject: Re: Core Patch 2 update 19 january
Posted by Titan1x77 on Wed, 25 Jan 2006 09:45:34 GMT
View Forum Message <> Reply to Message

EA-DamageEverything wrote on Mon, 23 January 2006 02:50I've seen C&C_Last_Stand_Beta.mix on Toaster-Oven (BA-Clan) last night on WOL. Now you've posted the word "final". Is the map finished?

Really huh?

Well this version has a solid framerate(60-75 < my max)compared to the beta which was anbywhere from 20-60 FPS.

Added a new route by the GDI tib feild, opened up the route for tanks to travel where they couldnt before (near nod tunnels exits)

fixed all bugs from that version....upgraded the repair pad, moved the Recon and advanced humvee to the extras menu...plus re-textured it a bit to look better.

Wish i would of known about this being on the server i wanted to play it with as many people as i could....Im pretty sure its balanced fine though.