Subject: Re: LAN games with bots
Posted by havoc9826 on Sat, 23 Jun 2007 22:32:32 GMT
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Thanks, and so much for hiding the spoiler   Yeah, enabling extras and using the Acolyte (PT menu says Initiate/250, but it's really the Acolyte) was the only way I was able to actually make it to the red safe zone. Even with the health of a Sakura/Havoc, it was impossible to dodge that many bots in all of the chokepoints between the dam and the power plant. What's more, the Ramjet rifle can only pass through one enemy, so only two kills are possible per shot. It's even worse in the corridors near the end, and you really do need the Acolyte there. 10+ enemies at once and no chance of healing or dodging makes it impossible to survive otherwise, not to mention the jitter+FPS lag there. I think the lag is all the bots simultaneously trying to react to weapon fire sounds, or something similar, because when they're all dead the lag mostly goes away. Maybe my P4 3.2GHz HT CPU is too old to handle it

As a side note, it took me about a half hour less to reach the end than suggested by the timer in the second video, since I had to wait about half an hour for my mouse to recharge. Also, that screenshot you linked to was taken after I killed Raveshaw. If I counted correctly, there are ~16 bots stuck on the gate. Nice Goldeneye reference