
Subject: Re: Reborn Infantry Beta
Posted by [trooprm02](#) on Thu, 28 Feb 2008 14:09:12 GMT
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Zion Fox wrote on Thu, 28 February 2008 05:38 Played the skirmish for 5 minutes and found two 'bugs'.

The Jump-Jet Infantry firing animation in 3rd person view is at the floor, he shoots at the floor.

Also, the Nod Lazer Turrets needs a smoother targeting system, it's not cool when they just jump around at the target as it locks on every X seconds.

I'll play it for longer and find more, i know i'll find more...

Other than that, and the lack of framerates, it's not bad, not bad at all.

Did the same and was gonna report those just both just now. About the laser turret things, they can't hit me at all if I use a "the jump glitch" <-MAJOR issuse, maybe already been reported before? Anyway, in a 20min skirmish game, I found a few glitches/bugs, (only on that freeze map), ill prob get around to making a topic about it on reborn forums. I was VERY surprised when the map loaded, it def doesn't look like the w3d engine...amazingly done! That along with the mod tools and FDS meterials already released and working smoothly? Im quite impressed.
