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Subject: Re: what've i missed?

Posted by [Aircraftkiller](#) on Tue, 29 Nov 2011 01:37:46 GMT

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shaitan wrote on Mon, 28 November 2011 15:50I must have hit a nerve there. You just keep repeating the same mentally challenged bullshit.

What's sad is Mr.Liquid is whining on IRC about my 'hit n run' there too.

I'll put one up when I get off of work tonight.

Liquid: Regarding the tree count, the framerates aren't being affected by the number of trees so much as they are by the fact that they're all proxied objects. I may eventually get around to replacing all of the proxy objects with the tree meshes so that they'll run more smoothly. Fjords has been a great gameplay test for the Tiberium Garden project. I need to do another version with the Nod SSM before I can release TG.

I may end up taking out some of the trees just to open up some room for larger tank battles, but it's a lot of fun watching Flame Tanks come out of the woods and burn you if you're not paying attention.

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