
Subject: SG:/Bug

Posted by [matt_804](#) on Sat, 04 Jun 2005 19:53:30 GMT

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First the bug(s)

On the new CP1 loading screen (the one with the pictures of the six new maps) the picture for CNC_SNOW and CNC_SAND are switched (I.E. Picture of Snow is next to sand discription)

Also on the new remastered Field map placing a beacon, in the underground tunnels that connect the buildings can damage both buildings, if placec correctly I destroyed one building and damaged another (has to do with which buildings and placement of the beacon)

Also a suggestion

Would it be possible to add the ability to (manually) purchase multiple harvesters (to increase cash flow). They operate autonomously and follow the same AI as the one that comes with the refinery at game start cost should be 1400 cred

Would also like to see more maps with underground base tunnels it adds a new excitement to the map as well as some new sniping spots as well as diversity when hiding a beacon, also getting to the MCT would be a little harder and could be possibly more guarded/challenging (lets be realistic what building has there main computer 2 feet into the first floor)

Subject: Re: SG:/Bug

Posted by [bandie63](#) on Sat, 04 Jun 2005 22:49:23 GMT

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If the Harvesters followed the same waypath, they would crash, I believe anyway... but good idea!

Subject: Re: SG:/Bug

Posted by [JeepRubi](#) on Mon, 06 Jun 2005 00:13:43 GMT

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bandie63 wrote on Sat, 04 June 2005 18:19If the Harvesters followed the same waypath, they would crash, I believe anyway... but good idea!

all u have to do is add multible waypoints and for maps like walls that have 2 tib fiels a harvester could go to each

Subject: Re: SG:/Bug
Posted by [cmatt42](#) on Mon, 06 Jun 2005 02:23:00 GMT
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I love the idea, though I think it would make that an entirely different map.
