Subject: Re: Roleplay 2 final beta release!
Posted by Blazea58 on Tue, 01 May 2007 19:51:04 GMT
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About the door bug that people are all reporting, i have known about it since the very start of testing it but i don't think that its worth fixing because you can duck jump and it gets you out just fine. There is a few spots in the map that require doing that like in the sewers there is spots where you get stuck unless you jump around then you can get out.

 For alot of the key gameplay aspects people will just have to wait until we get the final release out. For now this is just a play through to see what people think of it. There is a few known areas that cause major z fighting (textures collide) but it seems caused by the new bloom etc because it never happend prior to them. Alot of graphical bugs are known as well as level edit related ones, its just it takes time to remember everything cause its easy to get in over our heads lol.