razorblade001 wrote on Sat, 08 September 2007 18:25Here is a quick little update of what is going on:

I fixed the crashing problem I was having. It wasn't a script problem, there was something wrong with the GDI Construction Yard building controller I was using.

I fixed some clipping errors on the repair pads and the Construction yard crane bibs.

I changed the life-time for the impact explosion of the AA cannon to 0.08. Meaning when it hits you, you see a tiny puff of smoke, and some small debris. This will in no way lower your frame rate. Unless you have some sort of invincible helicopter and sit still while using a 486.

I fixed the double building problems, and both defenses work.

I shorted boundaries and lowered flight roof.

I am leaving the smoke emitters the same. I find that if it drops your FPS to BELOW 15 it would be a problem. Because, in the past, I have played Renegade with an FPS ranging from 16-30 and played without problems for over 3 years. So for those of you who are getting FPS drops into the 20s, I'm willing to bet that your game didn't actually get choppy. I think you can live with it. But again, if anyone gets a drop LOWER than 15, PLEASE tell me.

I put end game beacon zones in. They are in the construction yards, not the soldier buildings.

I added some in-base scenery, Some of it can be used to the advantage of resourceful players.

I am currently working on fixing the traffic lights. I had a fix for them, I made a hi-quality texture in Photo Shop, and put new lights over the old ones, but somehow it made the map crash, so I am going to try another way to fix this.

After which I believe all I need to do is generate VIS sectors and that is it.

So if everything goes as planned, I only have 2 things to do until public beta.

ALSO NOTE

I have installed a new Intel Pentium Core 2 Duo (E6600) Processor and a new mother board. I have no idea how this will affect how fast VIS is generated.

On my old Intel Pentium 4 2.0GHz processor, it took 1-2 days to complete. So keep your hopes up that it wont take that long.

Also one quick question: Do you guys want Tiberium mist? (Blue/Green smoke in Tiberium fields)

Fucking send me that E6600 or I will torture you