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Subject: For fans of Ground Control.....

Posted by [KIRBY098](#) on Tue, 22 Jun 2004 16:36:16 GMT

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<http://www.groundcontrol2.com/modules/news/>

Screenies are incredible.

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Subject: For fans of Ground Control.....

Posted by [spreegem](#) on Tue, 22 Jun 2004 18:41:23 GMT

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I thought Ground Control was some show on BBC where people fix up your lawn and stuff, and it's a surprise to the person in your family that you are doing it for while they are away on some trip or something?

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Subject: For fans of Ground Control.....

Posted by [Xtrm2Matt](#) on Tue, 22 Jun 2004 19:13:24 GMT

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Never been a fan, infact i've never heard of the game, but from the Screenshots, they look pretty awesome

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Subject: For fans of Ground Control.....

Posted by [flyingfox](#) on Tue, 22 Jun 2004 21:04:17 GMT

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Ground control to major tom..

Ground control to major tom..

Check ignition, and..

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Subject: For fans of Ground Control.....

Posted by [England](#) on Tue, 22 Jun 2004 22:17:57 GMT

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spreegemI thought Ground Control was some show on BBC where people fix up your lawn and stuff, and it's a surprise to the person in your family that you are doing it for while they are away on some trip or something?

Thats ground force.

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Subject: For fans of Ground Control.....

Posted by [icedog90](#) on Tue, 22 Jun 2004 23:01:13 GMT

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Incredible.

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Subject: For fans of Ground Control.....

Posted by [Xtrm2Matt](#) on Wed, 23 Jun 2004 20:26:34 GMT

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Graphics are better than i thought they would be....

Me and my AI Teammate owning...

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Subject: For fans of Ground Control.....

Posted by [icedog90](#) on Wed, 23 Jun 2004 21:59:38 GMT

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I was playing online last night, and it is truly amazing. Me and my (human) teammate were being owned big time on the frontline map, and we had all of our units at our last LZ. We defended it till 2 AM in the morning (three hour long game) and finally, we won. I got a chance to take down the guy's dropship, and I took his LZ, and the guy's teammate left to his mommy. We won big time, and it was REALLY fun. This has been the best RTS game I've played since Command & Conquer. Even with these great graphics, I expected to get very low FPS, but I was at 20 - 40 fps, which wasn't bad, and it never dropped below 15. Infact, it even had anti-aliasing on 2x.

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Subject: For fans of Ground Control.....

Posted by [gibberish](#) on Wed, 23 Jun 2004 22:37:19 GMT

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I found a couple of bugs:

- A couple of times it told me I couldn't move somewhere but when I clicked several time manually I was able to.

- Additionally units get "stuck" sometimes and have to be manually moved.

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- Bridges don't work well, I kept finding the camera dropping below the bridge so I couldn't see my units.
  - Additionally when the camera was "under" the bridge I was able to see shadows on the ground directly under the bridge (the shadows should have been on the bridge).
  - There is also a bug after the cinematics are played the right click gets screwed up.
  - The AI is terrible (almost as good as Renegade) the most laughable case was when I had a large force hiding over a hill and the computer kept sending units over the hill, after they "saw" my force they took fire from my vehicles then retreated, however as they retreated they lost sight of my units so then they went back over the hill again.  
Net result they kept running back and forth taking shots from my vehicles until they were all dead.
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Subject: For fans of Ground Control.....  
Posted by [Jaspah](#) on Thu, 24 Jun 2004 00:38:45 GMT  
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I'm confused. This looks like a FPS game, yet it's a RTS?

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Subject: For fans of Ground Control.....  
Posted by [gibberish](#) on Thu, 24 Jun 2004 01:53:53 GMT  
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j4S[p]I'm confused. This looks like a FPS game, yet it's a RTS?

FPS = First Person Shooter.  
Since you are looking down on the units that's Third Person.

But seriously, similiar stuff has been done before, look at Warcraft 3.

On a couple of game development sites I read I have seen discussions where some people think that the days of 2D games are numbered.

Their opinion was that although games may continue to be played in 2D (from a top down view point) the actual rendering (graphics) will all be done in 3D.

Their logic was that since a lot of the Bob's and Sprites are acutally drawn in 3D packages before converting them to 2D you might as well just have the game draw the objects directly.

The only significant counter argument I can come up with is map levels.  
In that it is really easy to build huge maps from tilesets. However sorting out a 3d maps with thier

associated issues such as:

- Lighting
- Visibility Culling
- Waypoints for AI
- "Invisible Walls"

...

Will probably be a pain in the arse for some time.

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Subject: For fans of Ground Control.....

Posted by [{DG}Stryder](#) on Thu, 24 Jun 2004 06:11:20 GMT

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I may have to get this game.

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Subject: For fans of Ground Control.....

Posted by [Xtrm2Matt](#) on Thu, 24 Jun 2004 06:41:06 GMT

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Oh and another thing. The water is amazing on it. It reflects the universe-type sky. If you look at the sky, you see stars, commets and all sorts. Amazing game

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Subject: For fans of Ground Control.....

Posted by [Apache](#) on Thu, 24 Jun 2004 06:44:01 GMT

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I downloaded the demo and didn't find it was half bad... I didn't like the way the camera worked, and I really disliked the mouse controls... If it worked like C&C, I'd probally consider buying the game... I guess I need to get online and try a MP game and see how it plays with the total unit arsenal

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Subject: For fans of Ground Control.....

Posted by [revenuke](#) on Thu, 24 Jun 2004 08:57:24 GMT

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i downloaded the demo and i get mouse lag...

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Subject: For fans of Ground Control.....

Posted by [{DG}Stryder](#) on Thu, 24 Jun 2004 16:59:45 GMT

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Mouse lag is most likely related to your FPS (Frames Per Second) which if is lower than about 30, can start getting really annoying. Your FPS mainly depends on the processor that you're using and the video card that you have. Although, a lack of memory can also cause the game to slow down incredibly. Best possible thing for you to do is either upgrade the computer you have now or buy a totally new one.

The gaming technology advances a lot faster than most users are able to upgrade/buy a new computer to keep up.

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Subject: For fans of Ground Control.....  
Posted by [revenuke](#) on Thu, 24 Jun 2004 19:20:18 GMT  
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i got amd 2800 + , geforce fx5600 card and 768 DDR 400 mhz RAM.. my fps is high but i get mouse lag

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Subject: For fans of Ground Control.....  
Posted by [{DG}Stryder](#) on Thu, 24 Jun 2004 19:28:02 GMT  
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Can you explain this "mouse lag" a little more in detail?

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Subject: For fans of Ground Control.....  
Posted by [Xtrm2Matt](#) on Thu, 24 Jun 2004 19:29:47 GMT  
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You can change the mouse thing, so it's like C&C, as i have done.

Is there a way i can see my FPS from in-game?

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Subject: For fans of Ground Control.....  
Posted by [revenuke](#) on Thu, 24 Jun 2004 22:40:05 GMT  
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well its not THAT bad.. but the mouse dont respond as quickly as in generals.....

u use fraps to see fps ingame and record in game video

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