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Subject: Feedback Please

Posted by [Anonymous](#) on Thu, 09 Jan 2003 10:56:00 GMT

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quote:Originally posted by Cpo64:Actually from the fields if you position a tank (Arty or MRLS) in the right spot you can hit the PP of the other team while out of range of the defences. I will move (or add more of) the tunnels in order to make foot access easier. On another note, on a different map I made (never to be released) when the aircraft hit the boundary they get stuck there, why is this? How do I make the boundary properly so this does not happen? Flip the boundary so the colored side faces the ground. Check off the W3D export options: Hide; Vehicle.

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