Subject: Poll: Should we fix bugs in westwood maps
Posted by msgtpain on Sat, 28 Aug 2004 04:39:54 GMT

I need clarification in this thread though..  are these things you're planning on doing in an FDS update, a scripts update etc? or will they be part of the "BHS_mapname. mix" files that crimson has talked about?

There are some of those fixes that I definately do not agree with, and if we were "forced" to deal with them in the official maps, I would also like to see some "other" changes made also. i.e. jumping on both platforms by Nods airstrip on Canyon, damage cauing nukes under the airstrip tunnel, beacon damage from tunnel beacons on field, driving vehicles up the outside ramp holes in Mesa, etc..