
Subject: Report Westwood map Bugs here
Posted by [zunnie](#) on Thu, 24 Mar 2005 11:58:19 GMT
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Does anyone know of some bugs on westwood maps that were not fixed in CP1?

- Visual errors on specific locations.
- Spots you can walk/drive to but where you are not supposed to go.
- Bad spawnpoints?
- Spots where you can get stuck with vehicles or infantry.

Include screenshots if possible please, it will be a bit easier to fix then

Before you report new glitches you know of look at this list before posting:

Volcano : Fix VIS glitches in the tunnels between Power Plants
Volcano : Fix gap in invisible wall at ledge or the ramp at the lava area
FieldTS : Block buggies entering tunnels
FieldTS : Fix glitched area at the obelisk where vehicles getting stuck.
Islands : Fix all reported spots where base 2 base is possible
Mesa : Fix VIS glitch standing at AGT looking at Bar.
City(Flying) : Fix VIS glitch at Hand front when in APC
Canyon : Block ability to get on the side of WF
Canyon : Fix VIS glitch with Light Tank and bridge near GDI refinery
Complex : Fix base 2 base ability (need screenshot of location)
Snow : Fix Base 2 Base ability
Under: Fix bad spawn point on the Hand Of Nod
Under: Fix various VIS glitches in the tunnels
All Maps : Fix WF vehicle construction zone is too large
All Maps : Fix MCT aggregate in the Nod Refinery
Non-Flying Maps : Block ability to get on top of the Refineries .
Fix various VIS glitches, not important enough to name..