
Subject: Report Westwood map Bugs here
Posted by [reborn](#) on Fri, 25 Mar 2005 01:54:11 GMT
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Well i realise that you said westwood maps, but seeing as FieldTS.mix is part of the cp1 download will you be looking at that too?

Because it would be nice to add a vehicle block to the tunnel entrance, buggy's and hunvee's try getting in there all the time.

Here is a screen shot:

<http://131.220.71.78/reborn/fieldtsbuggy.gif>

Also I realise this wasn't the map makers fault, because drop weapons was released after the map was created, but it would be cool to have drop weapons on that map without the elevators getting glitched. I cant provide a good screen shot, but I'm pretty sure you all know what I mean. Here is a screen shot, it doesn't show much, but the area marked is where a weapon can "drop" underneath it, causing the elevator to not work anymore.

<http://131.220.71.78/reborn/fieldtslift.gif>

Also for some reason on that map the area between the obilisk and the airstrip M.C.T sometimes makes vehicles or infantry get glitched, like you warp back to that spot and cant free yourself from it. I am not a map maker so I wouldn't know, but could it be that the tiles for the ground arean't close enough and that there is a gap or something that causes this? It doesn't happen all the time, infact it is quite rare really, but it is annoying when it does happen.

Here is a screen shot:

<http://131.220.71.78/reborn/fieldtsglitcharea.gif>

On FieldTS.mix sometimes when you are on Nod I noticed that sometimes the animation for the aeroplane works, but it doesn't drop off you vehicle. I cant really get a screen shot of this, but it is annoying when it happens.

Also you can use a purchase terminal from outside a building if you know where the P.T is on most default Westwood maps.

here is a screen shot:

<http://131.220.71.78/reborn/ptbug.gif>

Sometimes when you get a vehicle crate it teleports you off the map, and you die falling into the blue abyss, I will update with some screen shots and specific maps later, pretty sure it just needs some co-ordinates changed.

On the map Volcano.mix in the tunnel entrance nearest the powerplant, Nod characters sometimes dissappear, only for a second or two, but it is weird, here is a screen shot:

<http://131.220.71.78/reborn/volcanobug.gif>

Also on this map you can jump into the lava if you do it right, I am not sure how they do it, if they jump off the ledge or the ramp, or there is a spot on the bridge that has a gap in the invisible wall, but they can get into the lava, this shouldn't really be possible.

here is a screen shot:

<http://131.220.71.78/reborn/volcanolava.gif>

I realise that server owners have the option in the server2.ini to set up a warning for base to base attacks, but I would like to see at least Islands.mix fixed so that GDI cant use the MRLS from behind the barracks, or Gunners just outside the doors to shoot the hand, also the cave area by the base. Also it would be cool if there was a visible block, like the fanmap.net servers laser fence so that people realise this has been fixed.

Here are some screen shots:

<http://131.220.71.78/reborn/islandsgunnerbar.gif>

<http://131.220.71.78/reborn/islandsgunnercave.gif>

<http://131.220.71.78/reborn/islandsmrls.gif>

On the map Canyon.mix you can get to an area on the weapons factory which I dont think you should be able to get to seeing as it is a non flying map, infact you deffinatly are not supposed to be there as the .vis setting screw up when you do this. The screen shot explains it allot better then I can in words, but it's really lame because Nod can SBH nuke there and most people can't find it.

here is the screen shot:

<http://131.220.71.78/reborn/canyonwfnuke.gif>

Will update with more later...
