
Subject: Report Westwood map Bugs here
Posted by [FoxURA](#) on Tue, 19 Apr 2005 02:14:36 GMT
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On some servers there are climbable buildings and when you climb up on some of them like the rf, most of the map seems to turn sky blue.

Also, on one of the map (I know this isn't a glitch) the af sticks out past the wall in front of the base allowing for the af to be attacked and beacons from around the corner. The map is the one where a tunnel goes from outside the base to the refineries. I think it is Canyon.

Also, on some maps when you are exploring the hills around the map, you can slip and fall off into the pit. Would it be possible to have invisidble walls around the maps that would also stop aircraft from flying off the map and comming back behind an enemy base?
