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Subject: Re: Blackhand Studios needs mappers for Core Patch 2

Posted by [Alkaline](#) on Sun, 12 Jun 2005 04:50:32 GMT

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HA!

And if all the posts I had previously weren't enough...

I don't think the maps are as easy to fix as some people would like to believe, e.g. the bug in UrbanRush where the airstrip does not have a working mct and has to be repaired by repair the actual building seemed like an easy fix to do.. WRONG! Apparently it would basically require redoing the entire map...

similarly there are a lot of small bugs here and there but the problem is getting them fixed would require a lot more work, almost the same amount that would be needed to make a map from scratch.

But anyway, you could just scratch some of the silly maps from the list and just use some of the working maps like high\_noon2.1 and terrace

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