
Subject: Re: War factory die zones

Posted by [Goztow](#) on Thu, 11 Oct 2007 18:43:09 GMT

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Xpert wrote on Wed, 10 October 2007 23:18 I gave up on trying to fix this. I tried what Goztow tried but that didn't seem to work.

Btw, Mesa is also another map with the zone way too big. It's a bi*** in clanwars because your trying to use the wall to dodge arty shots and you get owned by the harvester coming out of the WF.

Oh well, thanks anyway, mate.
