Subject: new renegade map by Xpontius
Posted by xpontius on Thu, 24 Jul 2003 23:15:34 GMT
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Ok

O and one more last minute question, I've never seen the LE versions of any other map where the pathfind blockers were used. So before my VIS is finished and I rezip the updated version, I'd like to know if the blockers will block tanks, characters, etc. In LE the green boxes are physically blocking so i just wanted to know if it would do that in game.