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Subject: Re: GDI logo glitch

Posted by [Aircraftkiller](#) on Tue, 19 Aug 2008 07:39:27 GMT

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It's actually a very small glitch and the odds of the logo being hit are rather small - I think it's funny that snipe complained that the hallways on Islands didn't need to be fixed, since it was too small an issue, but somehow this is more important.

It's not a hard fix, the GDI logos (and perhaps certain Nod ones) just don't have collision enabled for projectiles.

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