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Subject: Re: [Map] - C&C\_Hourglass\_Flying\_BETA  
Posted by [Fabian](#) on Thu, 15 Jan 2009 02:39:08 GMT  
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[www.wpi.edu/~mjfabian/C&C\\_Hourglass\\_Flying\\_096.zip](http://www.wpi.edu/~mjfabian/C&C_Hourglass_Flying_096.zip)

- Vehicles no longer get stuck on vehicles
  - Blockers around the upper river and waterfall area have been modified. The vehicle blocker for the waterfall hole is like a manhole cover now.
  - Range of the Obelisk has been increased. Obelisk can now fire you right as you go over the peak of the hill.
  - Obelisk moved to the front and center. Some trees blocking the Ob's view have been removed.
  - War Factory smoke stack collision settings are fixed.
  - Vehicle blockers added to all building doors and windows.
  - Geometry seam on the left side of the underground river where the cliff meets the ground has been fixed.
  - Floating props near War Factory fixed.
  - grass.dds and dirt.dds changed to mjf\_grass.dds and mjf\_dirt.dds to fix conflicts with other maps.
  - Other random fixes I cannot remember.
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