
Subject: Re: Generalcamo's mapping thread
Posted by [reborn](#) on Sat, 13 Nov 2010 20:13:39 GMT

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trooprm02 wrote on Sat, 13 November 2010 11:53I'd refer you to TT instead (to help them fix the default maps instead of bothering with fanmaps nobody plays). On a second note, ramjets were DESIGNED to do such damage to light armored vehicles like orca/buggies/etc so nothing to fix there....

It was a last minute quick "fix", due to time constraints and thetracyt they couldn't get the rockets to home properly. Rockets where supposed to be the scissors to the VTOL paper, they just ran out of time.
