
Subject: Re: Server-side map fixes pack WIP
Posted by [iRANian](#) on Sun, 14 Aug 2011 01:41:06 GMT
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Thanks, I took a small break from this s I haven't been feeling well yesterday and today and couldn't sleep. I've got about half of the maps done and I'm gonna start making special versions of them to comply with certain servers' map rules once I'm finished with all the stock maps, once TT patch is out I'll do some popular fan maps plus I'll take a look at a method to make B2B inside a special script zone do no damage. I'll probably also add an option then to have it take 2 more seconds after the Harvester has been reinforced as Nod before you can buy a new vehicle, this is to prevent a map bug where sometimes the Harvester gets killed by the Airstrip death zone.
