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Subject: Collecting map issues for a possible set of fixed maps

Posted by [jonwil](#) on Fri, 16 Sep 2011 01:00:58 GMT

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We here at Tiberian Technologies are thinking about producing a set of fixed maps and want to collect from the community any map bugs that should be fixed. Things like VIS glitches, bad spawn points and anything else that's a genuine bug.

Don't report things that are already fixed as a result of code changes in 4.0.

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