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

Posted by [Jerad2142](#) on Tue, 25 Oct 2011 18:32:08 GMT

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Here are some bad vis spots I noticed on city flying yesterday:

BadVis 1

GoodVis 1

Position 1

BadVis 2

GoodVis 2

Location 2

BadVis 3

GoodVis 3

Location 3

And On Canyon:

Nod can Base to base

Nod can also get up here (alt view) that either needs to be blocked or the bad vis should be fixed.

Ghosting:

Also, I'm starting to think I am actually seeing ghosting more than I used to, I wouldn't mind this but it does allow you to damage the thing ghosting once before it snaps back to its correct position.