
Subject: c&c walls flying vehs get destroyed
Posted by [robbyke](#) on Wed, 28 Mar 2012 00:09:14 GMT
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in my server i created a vtach command for vtols to attach ground vehs.

now in walls you used to be able to place vehs on the rock but now they get insta destroyed if you to close.

its the same for the walls of the base.

have there been made patches to the map? or is it only me

i have been messing around with the downloader lately could it be i changed walls flying?

ive tested it on city flying there i can stil drop vehs where i want to also on the smaller flats in the bases
