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Subject: need info on fixing various map bugs

Posted by [jonwil](#) on Sat, 26 Jun 2004 03:44:24 GMT

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Basicly, there are 3 possible map bugs that I am looking into fixing.

First one is base 2 base on islands, can someone help with information on exactly where to put the blockers to fix this?

Second one is something about the glass in the turnnels in islands, dont know exactly what the bug is or what needs to be fixed, anyone know?

And the third one is something to do with getting vechicles on the walls in walls & walls flying. What is this bug and what should be done to fix it? Would a vechicle blocker mesh work? Where should such a mesh go?

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