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Subject: need info on fixing various map bugs

Posted by [Slash0x](#) on Sat, 26 Jun 2004 03:49:30 GMT

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1. I don't know how you'd block B2B on Islands without effects the snipers in play on that wall. It is going to take some good positioning for that...

2. Vehicle blockers...

3. Vehicle blockers...

Just import the w3d for positioning and make it a terrain object (invisible). Most can be done easily within minutes...

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