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Subject: need info on fixing various map bugs

Posted by [PermaGrin](#) on Sat, 26 Jun 2004 05:41:07 GMT

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1. for base 2 base, i suggest a projectile blocker here...

2. tunnels...this is this bug...

as you can see the burn mark on the left should be the only thing that happens. but if in 1st person and at the correct angle, u can shoot to the other side. notice the burn marks on the wall in the other tunnel. im guessing this happens due to the walls not being 2 sided. i have noticed u can do this on just about any surface. its just the glass in the tunnels are easiest because u can see the other side. i have tested it with someone and i could kill them through the wall of the hand. didnt test anywhere else, just felt it would yield the same result. i suggest just making the walls of the tunnel 2 sided. i think that should fix it.

3. this is the bug on getting tanks on the wall in walls and walls flying.

heres i my suggestion on fixing it...

(dont know why the rocks didnt get made, but you get the picture)

the gren box would be vehicle blockers. of course they would need to be placed in the other 3 areas.

as far as your ?s on "Would these extra meshes require any changes to the maps themselves", u have no clue

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