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Subject: Blackhand Studios Core Patch 1 PreRelease Announcement

Posted by [YSLMuffins](#) on Tue, 29 Jun 2004 21:41:46 GMT

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Silent Kanel just finished fixing mesa. (Including the cave stuff.)

Field, walls, islands, canyon and the WF interior left.

I'm confused...which version of walls has the bug in which vehicles can climb the ramps? Flying or nonflying? If it's flying, I'd just like to comment that make sure the fix doesn't involve the possibility of flying aircraft suspended in midair (landing an aircraft on top of a huge invisible box meant to block vehicles from climbing the ramp).

I don't know where I first saw the idea, so I'm just posting it here.

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