
Subject: Poll: Should we fix bugs in westwood maps
Posted by [maj.boredom](#) on Thu, 01 Jul 2004 13:00:58 GMT
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If you consider the ability to get on top of the GDI weapons factory on Canyon a glitch, then so is the tunnel nuke of the Nod airstrip. Or the Ref jump on every map. Or any place you can wall hop on every map. On Canyon, you can jump off the bridge, over the barbed-wire, into the front barracks too. You're going to have to disable that move as well. Where does it end?

Its a simple matter if physics. You put a bridge that close to a ledge, how can you not realize that people can jump that far? Leave Canyon alone.
