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Subject: Re: Poll: Should we fix bugs in westwood maps

Posted by [Deathgod](#) on Thu, 01 Jul 2004 17:16:16 GMT

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jonwil

the ability to shoot through the top of the mountain on Field

This impacts play negatively for one side, fix it.

the ability to shoot the Nod base from behind the GDI barracks with a MRLS on Islands

This impacts play negatively for one side, fix it.

the ability to shoot through the glass in the weapons factory

This impacts play negatively for one side, fix it.

the ability to drive vehicles inside some buildings

Doesn't really hurt either side, and considering it rarely happens I don't care either way.

the ability to get on top of the GDI weapons factory and GDI barracks on Canyon.

GDI can nuke under or over the Strip and can pointwhore from way outside the Nod base with tanks, so this balances out in the long run I think. Leave it.

the ability to shoot through the glass in the tunnels on Islands

If you fix the WF bug, you should fix this too.

the ability to drive vehicles onto the walls in Mesa, Walls and Walls Flying

Both sides can do it, and on walls it doesn't really provide much advantage nor is the B2B there worth the effort it takes. Leave it, it's fun to shoot people off the walls. Mesa has generally become accepted strategy and is not difficult to defend against, I would say leave it as it adds some strategy to a map that is otherwise fairly boring and straightforward.