
Subject: Some great maps that should be fixed.
Posted by [TonyMontana](#) on Sun, 06 Jun 2004 02:52:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

1- Siege, the tiberium does not cause damage, this is the best non WW map.
2- Conquest_Islands, repair pad mucho points glitch, sky walking.
3- Urban Rush, Nod MCT for strip does not work

how can fix them?

Subject: Some great maps that should be fixed.
Posted by [Blazer](#) on Sun, 06 Jun 2004 02:59:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

BHS has contacted pinkbunny about fixing all the bugs in Siege so it can be included in an official BHS distribution.

Subject: Some great maps that should be fixed.
Posted by [Aircraftkiller](#) on Sun, 06 Jun 2004 03:24:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

Urban Rush was crap.

Subject: Some great maps that should be fixed.
Posted by [TonyMontana](#) on Sun, 06 Jun 2004 03:34:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

AircraftkillerUrban Rush was crap.
what?

Subject: Some great maps that should be fixed.
Posted by [Aircraftkiller](#) on Sun, 06 Jun 2004 03:51:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

AircraftkillerUrban Rush was crap.

As in, "Urban Rush was crap."

The layout was horrible. The bases didn't function right, it had little detail in anything but the buildings and turned into an Artillery and MRLS camping fest.

Subject: Some great maps that should be fixed.

Posted by [xptek_disabled](#) on Sun, 06 Jun 2004 04:03:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

I hated that map with a passion. It's a plane with some crappy little buildings thrown in.

Subject: Some great maps that should be fixed.

Posted by [IRON FART](#) on Sun, 06 Jun 2004 04:21:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

It's "craptacular" or "craptastic" then.

Subject: Some great maps that should be fixed.

Posted by [sniper12345](#) on Sun, 06 Jun 2004 04:41:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

7 posts and we're already off topic! 8 posts including this! YAY!!!!

Subject: Some great maps that should be fixed.

Posted by [IRON FART](#) on Sun, 06 Jun 2004 04:53:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

Tony, just try to talk to their creators. Ask them to fix the problems.

Others could fix them, but that shouldn't be done without permission.

Subject: Some great maps that should be fixed.

Posted by [WNxTilly](#) on Tue, 08 Jun 2004 10:05:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

Siege is a good map.

There are many different ways into the bases and once the defences are down then it gets even more fun when it is a big game.

I would love this to be an official release if it was fixed

Tilly

Subject: Some great maps that should be fixed.
Posted by [BabyCatjuhh](#) on Tue, 08 Jun 2004 11:40:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think the tiberium bug in the Siege map can be easily fixed with LevelEdit.. even I can do it and I'm a total n00b in map making

Subject: Some great maps that should be fixed.
Posted by [Slash0x](#) on Tue, 08 Jun 2004 17:49:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

The tiberium just needs to be set to that type of ground and/or expanded all the way to the edges.
I'm sure the creator is way more experienced by now.
