
Subject: Patch Or Redownload....

Posted by [Anonymous](#) on Thu, 30 Jan 2003 17:53:00 GMT

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Should i just patch the 2.1 CTF maps, or make them a seperate download...btw, fixes will include the following.CTF Script setup errors (my bad)Pedestals moved to center of base with invis vehicle blockers (so no drive and go, gotta get out)Buggy modifications to strengthen it up for balanceRemoving Remote C4any other suggestions and what you think on a patch or new download, thanksbtw, a patch would be SUPER small as compared to a full redownload of the maps.

Subject: Patch Or Redownload....

Posted by [Anonymous](#) on Thu, 30 Jan 2003 17:56:00 GMT

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Both, if it's convenient.

Subject: Patch Or Redownload....

Posted by [Anonymous](#) on Thu, 30 Jan 2003 18:00:00 GMT

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Maybe you should get rid of the extra characters and vehicles. Mutants give Nod quite an advantage when there's no armored vehicles to go out and crush them.

Subject: Patch Or Redownload....

Posted by [Anonymous](#) on Thu, 30 Jan 2003 18:02:00 GMT

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ahh, good idea, almost forgot bout them

Subject: Patch Or Redownload....

Posted by [Anonymous](#) on Fri, 31 Jan 2003 04:45:00 GMT

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Or give gdi mutants to

Subject: Patch Or Redownload....

Posted by [Anonymous](#) on Fri, 31 Jan 2003 04:51:00 GMT

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