
Subject: GDI pp on walls flying

Posted by [Anonymous](#) on Sat, 20 Apr 2002 09:00:00 GMT

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i am sure you have all noticed that in walls flying map the gdi pp is turned so that the entrance is no longer in the back like nod's is but it is turned to the side. personally i think this is better because then you can see anyone that runs in it more easily. but on the other hand it does allow quicker access to it if you are running from the tunnels or the front of the base [April 20, 2002: Message edited by: not2dat4u]
