
Subject: Poll: Should we fix bugs in westwood maps
Posted by [YSLMuffins](#) on Thu, 08 Jul 2004 05:46:01 GMT
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The only one I am really adamant about is getting on top of the Barracks on canyon. The WF unfortunately has a VIS glitch whenever you jump onto that spot, so it makes it glaringly obvious that it wasn't intended. But of course, the roof of the barracks is a much better position for defense than that particular spot on the WF.

Disarming the beacon from that spot on the WF is very easy, too. It's the beacons that are planted on the ramps beside the WF that I most often see get missed.

So, fix the WF bug on canyon or not--it doesn't really bother me. I could never really get up there anyway unless I'm in LAN mode.

Surely the designer cannot think through every possible thing that could ever happen on the map they design, so as long as these "bugs" don't negatively impact a side I don't see why they need to be squashed--especially such an innocent thing as getting on the roof of the Barracks on canyon, which is actually something that benefits GDI and doesn't disadvantage Nod so greatly.

And edit: by "getting onto the walls on mesa," I suppose you mean jumping the barriers inbetween the opposing refineries with vehicles?
