
Subject: BHS needs a mapper for Core Patch 1
Posted by [jonwil](#) on Mon, 11 Oct 2004 13:14:12 GMT
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Basicly, we have a fix for Field that fixes the buggy Hand Of Nod spawn point (I forget who did it but it doesnt matter). However, as has been reported, the map breaks the base defences somehow.

We need someone with some map skills to fix the spawn point issues (and whatever else might need fixing) such that the base defences dont stop working.

There is already a fix for the base 2 base issue where you can shoot through the mountain, that is fine and working perfectly (and unrelated to the base defence issue)
