
Subject: Re: C&C_Flooded

Posted by [JeepRubi](#) on Thu, 22 Sep 2005 16:11:42 GMT

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Joseph Collins wrote on Thu, 22 September 2005 03:37 You mean like the ones I mentioned? Seriously, that's all I could find without trying super-hard. Just random things I noticed. I bet rockets leave scorch marks on the surface of the water, too.

Edit: No, they don't. Rockets go right through the water perfectly.

Found another couple.

There aren't any pedestals in either base! While I personally like the idea of maps where Pedestal Victory is forcefully disabled, it goes against the general rules of map-making.

There's a spawn spot on top of the Tiberium Refinery on Nod's side. I guess you purposely made it so people could wander around on top of the Refineries after all. This isn't a glitch, in that case, but worth mentioning.

Back to glitches. . . GDI's Weapon Factory has a spawn spot that spawns you on the inner walls of the structure, much like the Nod Refinery spawn spot. The only way out is to drink from the Mississippi. But since you can't do that, then you must die by suicide.

can you describe a bit more where the spawn glitch is in the wf cause i cant find it.

i found the one in the ref though.

nvm found it