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Subject: Re: C&C\_Flooded

Posted by [JeepRubi](#) on Tue, 27 Sep 2005 01:03:13 GMT

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Joseph Collins wrote on Mon, 26 September 2005 19:34: Another version, another set of bugs to find. Let's get into it.

The bunkers atop the cliff seem to have invisible walls of some sort that sort of catch flying units and makes them stuck. The units become unstuck if you hop out of the vehicle, but still. . . You might want to consider adding flat cliff formations atop the outer walls of the map just for background decorations' sake.

I don't think you're supposed to be able to fly helicopters through those tunnels. . . Rather reminiscent of Night0X and its caverns. . .

Either lower the windows in the bunkers atop the cliff or make them taller. As it is, you can only see out the windows, but can't shoot out of them unless you have an arcing weapon. . .

That's all I could find in a quick run-through.

the invisible wall above the bunkers is a mystery to me because there seems to be nothing there to get anything stuck.

flat cliff formations? please explain.

once i find out were the vehicle blockers are in level edit i can fix that

i dont know what you mean, i can snipe out of the windows fine

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