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Subject: Re: Terminator Skynets Wrath BETA TEST map  
Posted by [N1warhead](#) on Thu, 18 May 2006 00:36:14 GMT  
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Thats a good idea i never thought about adjusting the step hight, i might could do that LOL, and thats another good idea i didnt think about making a Invisible Ramp for walkin up either. ill try both ways ill try Step Hightfirst its less agervating LOL, but yea, if i get it better ill just reupload it ok guys, Hit me back up peeps, byessss

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