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Subject: new renegade map by Xpontius  
Posted by [Titan1x77](#) on Thu, 24 Jul 2003 00:00:13 GMT  
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I d-loaded it..!!tried it on with another person.

problems...few VIS errors...check the door ways of buildings

need a vehicle block on tunnels

Base Defenses are useless....need to raise them or lower the hill and center them.

ION can take out Refinery and Airstrip.Space the buildings out

Harvy gets stuck if bumped...need to place pathfind blockers by the ramp near the Tib field.and regenerate pathfinding.

besides those problems I liked it alot...would be a bit better if you could crouch and hid behind the wall on top of bridge...might want to Raise that up a tiny bit.

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