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Subject: Recommended Fixes

Posted by [trooprm02](#) on Sat, 28 Jun 2008 15:52:34 GMT

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Ok, so going to run a few things through that I didn't read people talking about fixing but should be done:

General:

- No fall damage glitch
- Self repair glitch
- ref hoping

Map Fixes:

-Islands, actually block the b2b (gunner can still hit hon from base, and make those red blockers clear please).

-Walls fly, getting inside the WF. block getting apc+mrl (can hit hon) on the wall (gdi side)

-Glacier flying, alot of things, but mainly the under map thing, the gdi over map thing.

-Field, 1 man hops, which everyone said it was impossible when I brought it up.

-City fly, looking thro WF glitch. getting on pp front (gdi+nod), hovering over barr walls.

-Canyon, jumping down from bunker thing. 1 spot where you are above the map (pillar), spot infront of hon high up.

-Mesa, vechiles over wall, other side inf can ob walk. nod can walk to ref.

^^Those are all that come to my head. How would map fixes be implemtened anyway? If it were to be a seperate file addon, could people just tamper with it?

Also, what about things like the points fix, and how much damage ramjet does to light armor vechs? Will it be reduced and the points fix made mandatory?

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