
Subject: Re: Collecting map issues for a possible set of fixed maps

Posted by [iRANian](#) on Sat, 17 Sep 2011 10:09:30 GMT

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Here's what I fixed in my map fixes pack that'll have to re-do because I had some issues.

Walls_Flying

Fixes:

- Added kill zones for ground vehicles on both sides' walls, and a big ass one on top of the mesa
 - Added beaconing prevention zone on top of both teams' Refineries
 - Add a ground vehicle kill zone to the Barracks outer doors
 - Added B2B prevention to prevent shooting the Hand of Nod with Rocket Launchers from GDI wall
- TODO

City_Flying

Fixes:

- Added spawn points to the Barracks (by Zunnie)
 - Fixed a misplaced PT inside the AGT
 - Added beaconing prevention zones on top of both teams' Refineries.
 - Resized the Airstrip kill zone so the Harvester doesn't get killed by it sometimes
- TODO
- Add a ground vehicle kill zone to the Barracks outer doors

Under

Fixes:

- Added kill zones on top of Refinery (from CP2/by reborn)
 - Fixed a broken spawn in the Hand of Nod (from CP2/by reborn)
 - Added vehicle kill zone to an infantry only area that can be glitched into with vehicles
 - Added a vehicle kill zone with a 20 seconds timer in a place where vehicles sometimes get stuck while falling off hill
 - Added kill zone on top of Barracks
 - Added kill zones inside buildings to prevent vehicles getting inside them
 - Resized the Airstrip kill zone so the Harvester doesn't get destroyed by it sometimes
- TODO
- Added kill zones on top of both teams' Powerplant

Field

Fixes:

- Added kill zones on top of Refinery (from CP2/by reborn)
 - Fixed a broken spawn in the Hand of Nod (from CP2/by reborn)
 - Added a kill zone on top of the Barracks
 - Added beaconing prevention script zones to the tunnel
 - Resized the Airstrip kill zone to prevent issues with the Harvester sometimes getting killed by it
- TODO
- Added ground vehicle kill zones inside buildings that can be driven into with Humvee and Buggy
 - Prevented a B2B spot with MRLS (from CP2/by reborn)

Canyon

Fixes:

- Blocked ability for players to get on top of the Weapons Factory (from CP2/by reborn)
- Added kill zone to prevent 2-man wall hop from the balcony into Refinery for both teams
- Added kill zones to two places that could be reached with Humvee and Buggy
- Added kill zone to a place at the Nod Refinery tunnel that can be 2-man hopped off the wall
- Added a beaconing prevention zone to tunnel under the Nod Airstrip
- Added ground vehicle kill zones inside buildings that can be driven into with Humvee and Buggy
- Added kill zone to an area in between the Tiberium field in the middle and the end of the Strip that could be used to get off map
- Added kill zones on top of the crates/containers inside of both bases to prevent players from getting on top of them

Volcano

Fixes:

- Added a kill zone on top of Barracks
 - Added kill zones to both teams' Powerplant
 - Added kill zones to both teams' Refinery (from CP2/by Reborn)
 - Added kill zones inside buildings to prevent vehicle getting inside them
 - Resized the Airstrip kill zone to prevent issues with the Harvester sometimes getting killed by it
- TODO

Hourglass

Fixes:

- Added a kill zone on top of Barracks
 - Added kill zones to both teams' Powerplant
 - Added kill zones inside buildings to prevent vehicle getting inside them
 - Added kill zones to both teams' Refinery (from CP2/by Reborn)
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