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

Posted by [Starbuzz](#) on Tue, 25 Oct 2011 15:05:16 GMT

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Something new; as we all know many of the stock maps have a problem where if we stand in specific spots, the wall and sections of the walls will not "render" making us see thru to the other side.

Usually it is never a problem but atleast in one case, it directly hinders gameplay causing doubt/accusation. I refer to this topic I created long time ago on Jelly regarding Canyon. Can you please fix that spot only atleast on Canyon?

<http://jelly-server.com/forums/index.php?/topic/13401-ss-clarification-to-ircwho> re/

ty!

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