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

Posted by [liquidv2](#) on Wed, 26 Oct 2011 15:39:48 GMT

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while we're on the subject of fixing things how about you turn the agt around on field
why is the front door facing the field? they couldn't have picked a worse direction for it to be
facing

people shoot into it from the field and walk right into it behind the harvester almost effortlessly; it
has always pissed me off

with 4.0 i was told walls and structures and whatnot will absorb splash damage, so that's good for
GDI in that scenario
