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

Posted by [Caveman](#) on Thu, 24 Nov 2011 00:28:52 GMT

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iRANian wrote on Wed, 23 November 2011 19:43iRANian wrote on Thu, 27 October 2011 06:30I know about the issue with the Airstrip but it also affects other maps. If someone could give me the exact spot(s) it happens on I'll try to compare it with a modified Ion Cannon Beacon that does a lot more damage. I don't think it's map specific.

So yeah, anyone got specific spots where an Ion Cannon Beacon will damage an Airstrip on Canyon but not destroy it? I've been able to reproduce it on stock LAN and the stock FDS but not on 4.0 LAN. But even slightly positioning the beacon differently affects the amount of damage it does greatly and the beacon destroys the Airstrip most of the time.

What you mean now? Like placing it somewhere in the tunnel and not destroy it? You've confused me?

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