
Subject: Re: c&c walls flying vehs get destroyed
Posted by [Xpert](#) on Thu, 29 Mar 2012 09:15:48 GMT
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Lone0001 wrote on Wed, 28 March 2012 14:05The 4.0 Beta 4 patch came with modified stock maps, kill zones for vehicles on walls(_flying) on the cliff is one thing that was done (you can thank iranian for that).

This. I think you can revert back to the old maps if you don't want the fixes.
