
Subject: Re: Tiberian Technologies announces scripts 4.3

Posted by [iRANian](#) on Sun, 22 Jan 2017 18:59:57 GMT

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I don't think I have ever done adding a kill zone to the bottom of the maps, maybe on one of them. I do know I added a bunch of them on Glacier_Flying because of all the Apache exploits.

Should be able to LevelRedit them right?

Another issue I see and I might have fixed by then are the buggy harvester paths on maps like C&C_Under (both team's Harvesters would run into each other and keep blocking each other) and C&C_Field where the GDI Harvester runs into the right side of the dumping bay for a few seconds after dumping.

I know I fixed the Pedestal zones because either after the fixing for the WF kill zone a bunch of them were too small and obviously didn't cover the whole Pedestal (which might have been done because of the original WF kill zone might have made zones larger in multiplayer game?).
