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Subject: here are a few bugs

Posted by [Majiin Vegeta](#) on Sat, 24 Apr 2004 22:29:08 GMT

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heres a few

something that pisses me off on alot of WS maps the vis errors in tunnels /by buildings..  
the vis on volcano tunnel by tiberuim.. i get killed half the time in that tunnel becuase i cant see  
the person shootin at me...

also about the orca/apache bug get an apche / orca blow up under something say a bridge or in  
the weapons and you then spawn inside it once hte vehicle blows up.. its been abused for along  
time

also the vehicle creator zone.. reduce it please ^\_^

put blockers on points of the map to stop people going where they are not supposed to

city flying maps.. flying vehicles get stuck on the walls

weapons factory glass

jumping on building your not supposed to on certian maps

maybe while your at it fix the walking for the snipers while they are in scope mode

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