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Subject: need info on fixing various map bugs  
Posted by [gibberish](#) on Sun, 27 Jun 2004 23:32:41 GMT  
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The first and third bugs you can stop with just a scripts.dll change.

1. When someone hits the hand detect if they have a vehicle and if its in the GDI base blow it up.
  3. Just detect the position of the vehicle and if its on the wall blow it up.
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