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Subject: map bugs/exploits

Posted by [jonwil](#) on Sun, 04 Jul 2004 00:30:11 GMT

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So far, here is a list of "bugs" that we are considering fixing for Core Patch 1 (nothing is definatle right now so dont complain that "I dont want xxx fixed")

getting vehciles on the walls on mesa

getting on the roof of the barracks and weapons factory on canyon

base to base on field

base to base on islands

shooting through the glass in the tunnels on islands

shooting through the glass in the weapons factory

getting vehciles into the buildings

getting vechciles on the walls on walls and walls flying

If anyone knows of any other bugs/etc in the westwood maps, NOT including VIS issues, post them here.

Edit: We also have delt with some out-of-place spawn points (the hand of nod on field and I think also 1 bad spawn point on either under or volcano I think) so you dont need to report those.

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