
Subject: Maps that Have BIG BUGS...effect gameplay a lot.

Posted by [Alkaline](#) on Thu, 22 Jul 2004 00:26:41 GMT

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1. Urban Rush = Non-working mct on strip, you can't c4 it and the repair is hella slow because you can't repair the mct.
2. Land = The airstrip hut & mct are indestructable it also does not have working mcts
3. Oasis_Flying = Server lag....
4. Conquest_Islands = repair_pad points exploit, gives 100 pts/rocket shot.
5. Miracle 2 = same as conquest_islands, except ceiling guns give 100 pts/rifle shot
6. Ruins0x = server crashes when a player presses the alt fire while inside the nod chem tank
7. SunFusion = Huge server lag.
8. Country_meadows = causes conflicts with alot of maps made by AircraftKiller himself.
9. C&C_Basin.mix (original) same as no. 8

If you are hosting a fan maps server, don't host these maps as they have bugs that severely effect gameplay.

Subject: Maps that Have BIG BUGS...effect gameplay a lot.

Posted by [Ferhago](#) on Thu, 22 Jul 2004 01:00:34 GMT

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Well if people would bother to read Aircraftkillers readme's on how to fix it. There wouldn't be as many problems

Subject: Maps that Have BIG BUGS...effect gameplay a lot.

Posted by [Obelisk](#) on Thu, 22 Jul 2004 04:16:44 GMT

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Well if you would bother to read My readme's on how to fix it. There wouldn't be as many problems but there still would

Just can't wait...To take to the skies again

Subject: Maps that Have BIG BUGS...effect gameplay a lot.

Posted by [DarkFish](#) on Thu, 22 Jul 2004 09:28:23 GMT

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Paradox Harbour - See through buildings....

Subject: Maps that Have BIG BUGS...effect gameplay a lot.

Posted by [Deactivated](#) on Thu, 22 Jul 2004 09:41:34 GMT

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DarkFishParadox Harbour - See through buildings....

.. get stuck under the bridge..

Subject: Maps that Have BIG BUGS...effect gameplay a lot.

Posted by [Alkaline](#) on Thu, 22 Jul 2004 15:07:48 GMT

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FerhagoWell if people would bother to read Aircraftkillers readme's on how to fix it. There wouldn't be as many problems

Actually thier still would be problems :rolleyes:

e.g you can't have C&C_Basin.mix & C&C_BasinTS.mix in your data folder because if you do C&C_BasinTS.mix will not work properly. This is because the original basin causes a conflict (conyard) ACK does not mention this in any of his readmes so how the hell is one supposed to know. The basin bug effects Mars and other maps using the conyard.

Country_Meadows causes the same problem.

Subject: Maps that Have BIG BUGS...effect gameplay a lot.

Posted by [Aircraftkiller](#) on Thu, 22 Jul 2004 19:36:36 GMT

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No it doesn't. The Construction Yard interiors on Country Meadow have a different filename, since they were completely renovated to have an additional room with better lighting and geometry.

Subject: Maps that Have BIG BUGS...effect gameplay a lot.

Posted by [Alkaline](#) on Fri, 23 Jul 2004 18:33:45 GMT

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oh ok, well then only basin.mix
