
Subject: 1 Thing

Posted by [_SSnipe_](#) on Mon, 02 Feb 2009 21:41:46 GMT

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Can we make it so when a vehicle glitches or goes into blue hell you can see its shadow or its smoke and stuff you see when it moves..but under the floor and you cant kill it

or when they glitch you see a med or something in the sky

they should blowup if that happens

Subject: Re: 1 Thing

Posted by [Genesis2001](#) on Tue, 03 Feb 2009 01:07:57 GMT

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Bluehell's already been fixed by TT.

Subject: Re: 1 Thing

Posted by [_SSnipe_](#) on Tue, 03 Feb 2009 01:16:13 GMT

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Well, cant tanks still somehow fall under map when glitched and cause limit to go lower?

Subject: Re: 1 Thing

Posted by [reborn](#) on Tue, 03 Feb 2009 10:48:23 GMT

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Tanks that fall under the map into oblivion get destroyed. Unless there was another ground underneath the current one, and it got stuck on that second lower level, but then that would just be a pretty sucky map.
