
Subject: Map Fixes

Posted by [Poskov](#) on Mon, 12 Oct 2009 10:30:18 GMT

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Can old fanmade maps be 'fixed' via TT in realtime, not by editing the maps and replacing the old ones?

Can TT detect what's a helipad, so old fanmaps with helipads can have the helicopters be build from there instead of the factories?

Subject: Re: Map Fixes

Posted by [StealthEye](#) on Mon, 12 Oct 2009 21:13:35 GMT

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I know nothing about helipads, I assume they won't be automatically changed. About other fixes: we're not doing a lot of changes to the maps themselves unless really necessary, so most fixes should work for all maps.

Subject: Re: Map Fixes

Posted by [Gen_Blacky](#) on Tue, 13 Oct 2009 02:16:32 GMT

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most helipads are triggered by a poke buy.

Subject: Re: Map Fixes

Posted by [Poskov](#) on Tue, 13 Oct 2009 10:00:46 GMT

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no, I'm talking about those old flying fanmaps, the ones with helipads that don't have the poke PCTs as they were made before 3.3.4 etc.
