
Subject: c&c walls flying vehs get destroyed
Posted by [robbyke](#) on Wed, 28 Mar 2012 00:09:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

in my server i created a vtach command for vtols to attach ground vehs.

now in walls you used to be able to place vehs on the rock but now they get insta destroyed if you to close.

its the same for the walls of the base.

have there been made patches to the map? or is it only me

i have been messing around with the downloader lately could it be i changed walls flying?

ive tested it on city flying there i can stil drop vehs where i want to also on the smaller flats in the bases

Subject: Re: c&c walls flying vehs get destroyed
Posted by [zunnie](#) on Wed, 28 Mar 2012 09:00:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

edit nvm i misread your problem lol :/

Subject: Re: c&c walls flying vehs get destroyed
Posted by [Lone0001](#) on Wed, 28 Mar 2012 18:05:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

The 4.0 Beta 4 patch came with modified stock maps, kill zones for vehicles on walls(_flying) on the cliff is one thing that was done (you can thank iranian for that).

Subject: Re: c&c walls flying vehs get destroyed
Posted by [Xpert](#) on Thu, 29 Mar 2012 09:15:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Lone0001 wrote on Wed, 28 March 2012 14:05The 4.0 Beta 4 patch came with modified stock maps, kill zones for vehicles on walls(_flying) on the cliff is one thing that was done (you can thank iranian for that).

This. I think you can revert back to the old maps if you don't want the fixes.

Subject: Re: c&c walls flying vehs get destroyed
Posted by [robbyke](#) on Fri, 30 Mar 2012 09:38:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

are the map fixes server sided? else i wont be able to fix it

i knew map fixes were coming but i couldnt find the post where those were posted anymore

Subject: Re: c&c walls flying vehs get destroyed
Posted by [iRANian](#) on Fri, 30 Mar 2012 10:44:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

yeah they contain a bunch of fixes, didn't have time to fix the field one man hop though :/

Subject: Re: c&c walls flying vehs get destroyed
Posted by [robbyke](#) on Fri, 30 Mar 2012 13:20:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

i wonder why did you make a veh dead zone on walls on top af a rock where noone gets with a none flying veh nrmlly
