
Subject: [MAP] C&C_Glacier_Flying server-side fixed
Posted by [iRANian](#) on Wed, 18 Jul 2012 17:55:49 GMT
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The following fixes are included:

- Prevented players from beaconing the middle to damage/destroy the Barracks.
- Added a kill zone to prevent the "getting off map" exploit.
- Prevented players from planting beacons on places you're not supposed to be able to stand on for both team's Refinery.
- Added vehicle kill zones in front of doors to prevent players from placing vehicle inside buildings.
- Slightly increased the size of the Pedestal bounding box to fix an issue where beacons placed on certain parts of the Pedestal aren't registered as Pedestal beacons.

File Attachments

1) [C&C_Glacier_Flying.zip](#), downloaded 400 times

Subject: Re: [MAP] C&C_Glacier_Flying server-side fixed
Posted by [Generalcamo](#) on Wed, 18 Jul 2012 23:44:25 GMT
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For reference, the Repair Depot bug is fixed in 4.0, so that is not needed.

Subject: Re: [MAP] C&C_Glacier_Flying server-side fixed
Posted by [Xpert](#) on Thu, 19 Jul 2012 04:48:25 GMT
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generalcamo wrote on Wed, 18 July 2012 19:44 For reference, the Repair Depot bug is fixed in 4.0, so that is not needed.

Not everyone uses 4.0
