
Subject: Glitch on island map.
Posted by [Anonymous](#) on Sat, 04 Jan 2003 21:57:00 GMT
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We all know that MRL behind barracks firing at HON is not allowed due to a glitch. Does anyone know if westwood allows Infantry to fire at HON, from the hole in the wall and also from inside the barracks.

Subject: Glitch on island map.
Posted by [Anonymous](#) on Sat, 04 Jan 2003 22:03:00 GMT
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its isnt a glitch it was put there on purpose.and that hole is ok with infatry becuse you can get shot form there.

Subject: Glitch on island map.
Posted by [Anonymous](#) on Sat, 04 Jan 2003 22:28:00 GMT
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i think the holes are ok but not from inside the barrack because theres noway nod can kill the people in the barrack unless they go to the gdi base

Subject: Glitch on island map.
Posted by [Anonymous](#) on Sun, 05 Jan 2003 02:29:00 GMT
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if u look from the end of the airstrip, by the little bunker, u can make out the tip of gdis ref

Subject: Glitch on island map.
Posted by [Anonymous](#) on Sun, 05 Jan 2003 04:22:00 GMT
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oooOOOooo: u mean the end or the start of airstrip?what character should i use so that i can see GDI barr ??

Subject: Glitch on island map.
Posted by [Anonymous](#) on Sun, 05 Jan 2003 08:30:00 GMT
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i say no it isint.... WS purpose for putting that gap was for ppl to go on the top (where you go up

the ramp, to that thing above the 2 tunnels lol) if you shoot from there you can either hit the ref. air. or hon. and Nod has a chance of hitting you back, thats the only fair way i see it IMHO

Subject: Glitch on island map.

Posted by [Anonymous](#) on Sun, 05 Jan 2003 10:38:00 GMT

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If you really want to know... there wasn't supposed to be any shootable buildings from either of the bases... it was built wrong. Design called for buildings to be damagable only from the side entrances of the side island.... nothing from the bases themselves.This would have pushed the conflict to the outside island. Doesn't it seem unfair the GDI can shoot at NOD but not the other way around?

Subject: Glitch on island map.

Posted by [Anonymous](#) on Sun, 05 Jan 2003 10:46:00 GMT

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since when havnt you been allowed to mrls fire at HoN on island?if your on nod you just have to work extra hard

Subject: Glitch on island map.

Posted by [Anonymous](#) on Sun, 05 Jan 2003 13:36:00 GMT

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dont give away too many tactics there

Subject: Glitch on island map.

Posted by [Anonymous](#) on Mon, 06 Jan 2003 00:04:00 GMT

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i use gunner to get the HON from gdi base, if no one repairs it u shud be able to use all your rockets and one refill to kill it

Subject: Glitch on island map.

Posted by [Anonymous](#) on Mon, 06 Jan 2003 01:56:00 GMT

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quote:Originally posted by DoctorNerve:If you really want to know... there wasn't supposed to be any shootable buildings from either of the bases... it was built wrong. Design called for buildings to be damagable only from the side entrances of the side island.... nothing from the bases

themselves. This would have pushed the conflict to the outside island. Doesn't it seem unfair the GDI can shoot at NOD but not the other way around? Yeah, Mike Amerson was talking to me about this... Rather funny stuff arises when you're speaking about old maps that got designed. Too bad he never was able to fix Islands.

Subject: Glitch on island map.

Posted by [Anonymous](#) on Mon, 06 Jan 2003 18:24:00 GMT

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Nod can hit the WF through the little hole that the GDI shoot out of. But GDI can hit every building Nod has so its still unfair.
