
Subject: Mesa Infantry zone wall
Posted by [ehhh](#) on Fri, 14 Sep 2012 07:20:32 GMT
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<http://www.youtube.com/watch?v=fBRRaNyFR8w&feature=youtu.be>

Don't know if it's the server or what, just thought I'd post it

basically get stuck there, only been getting this past few weeks

Subject: Re: Mesa Infantry zone wall
Posted by [iRANian](#) on Fri, 14 Sep 2012 09:06:27 GMT
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Probably the server-side Core Patch 2 edited terrain for Mesa.

Subject: Re: Mesa Infantry zone wall
Posted by [ehhh](#) on Fri, 14 Sep 2012 09:08:39 GMT
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Thought it might be sommet to do with the vech hop fix

fix it noob

Subject: Re: Mesa Infantry zone wall
Posted by [Jamie or NuneGa](#) on Fri, 14 Sep 2012 17:36:03 GMT
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ehhh wrote on Fri, 14 September 2012 08:20

basically get stuck there, only been getting this past few weeks

I have been getting it for years :/

Subject: Re: Mesa Infantry zone wall
Posted by [iRANian](#) on Fri, 14 Sep 2012 17:56:00 GMT
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The CP2 maps have been out for years, BUT I'm not sure if it's the cause of this bug, I do know that part of the terrain is edited.

Subject: Re: Mesa Infantry zone wall
Posted by [Troll King](#) on Mon, 17 Sep 2012 07:10:36 GMT
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Now that you are saying that. The same thing happend to me yesterday aswell.. Same map somehow it stucks me in the ground while walking near that. Haven't had it before.

Subject: Re: Mesa Infantry zone wall
Posted by [ehhh](#) on Mon, 17 Sep 2012 07:30:30 GMT
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yeah i've glitched to it before, but i've never got stuck to it, where it's impossible to get unstuck like it is atm

Subject: Re: Mesa Infantry zone wall
Posted by [Jerad2142](#) on Tue, 18 Sep 2012 04:07:42 GMT
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ehhh wrote on Fri, 14 September 2012
01:20<http://www.youtube.com/watch?v=fBRRaNyFR8w&feature=youtu.be>

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It's a feature!

Subject: Re: Mesa Infantry zone wall
Posted by [Jamie or NuneGa](#) on Tue, 18 Sep 2012 13:23:00 GMT
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A sneaky nod trap

Subject: Re: Mesa Infantry zone wall
Posted by [ehhh](#) on Tue, 18 Sep 2012 14:26:07 GMT
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be nice if someone from tt posted

Subject: Re: Mesa Infantry zone wall
Posted by [StealthEye](#) on Tue, 18 Sep 2012 16:14:13 GMT
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Sure, my pleasure!

Subject: Re: Mesa Infantry zone wall
Posted by [ehhh](#) on Tue, 18 Sep 2012 17:22:02 GMT
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Is this something you can fix?

Subject: Re: Mesa Infantry zone wall
Posted by [StealthEye](#) on Tue, 18 Sep 2012 19:10:31 GMT
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I was actually waiting where this discussion was going. It's not really my area, and it seems there is no conclusion on whether this is actually a TT issue or a CP2 issue or something like that. If it's something introduced by TT though, then we should (be able to) fix it.
