
Subject: Re: 4.3 RC3, maps and DA
Posted by [iRANian](#) on Sun, 22 Jan 2017 21:28:13 GMT
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I did use LevelRedit for the Walls_Flying and City_Flying exploit spots like on top of the Tiberium Refinery.

Yeah I can understand why you don't want to use it. Most of the fixes were adding kill zones on exploit spots.

I think I also fixed the VIS on some maps like C&C_Field. If you face the Nod base from the shorter tunnel the fix just fucks up. Honestly fixing all the VIS on all the maps would be a great improvement too.

I also remember using the fixes that Reborn did for one of the Core Patches (you can't use those Core Patch maps them because they have the very reduced WF kill zone to workaroud the pre-TT WF kill zone bug, using the map now would make the WF kill zone WAY too small).

I swear I had some changelog somewhere online.
