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Subject: Re: Map Bugs

Posted by [Aircraftkiller](#) on Tue, 25 May 2004 16:32:09 GMT

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TwA-DanI'm gathering a list of bugs to fix on the WestWood maps, because I'm regenerating all the vis data at the highest settings for the maps so we no longer have all those disappearing people in tunnels etc (e.g. the GDI side of the tunnel on volcano.

Post them here so I can fix them and we can see the fixed maps in BHS' 'core updates'

I wouldn't bother, I'm taking care of that for BHS and RenGuard. You're wasting your time...

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