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Subject: need info on fixing various map bugs

Posted by [jonwil](#) on Sat, 26 Jun 2004 03:47:01 GMT

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also, the bugs in question (base 2 base on islands, walljump vehicles on mesa, weapons factory interior etc) are being fixed with invisible projectile blocking meshes. Would these extra meshes require any changes to the maps themselves (e.g. re-do VIS, re-do dynamic culling system etc)?

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