Subject: [MAP] C&C_Under server-side fixed
Posted by iRANian on Wed, 18 Jul 2012 17:49:57 GMT

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Based on the Core Patch 2 fixes. The following fixes are included:

-Harvester way paths are modified so they can no longer get stuck in the Tiberium field.
-Vehicle kill zones are added to prevent tanks from getting inside the infantry only area and getting stuck around that area on the hill.
-Infantry kill zones are added to prevent building hop.
-Vehicle kill zones are added to prevent vehicles from getting inside buildings.
-The Pedestal bounding box size has been increased slightly to prevent beacons placed on the Pedestal from not registering correctly (no visual changes).

File Attachments
1) C&C_Under.mix, downloaded 431 times