
Subject: C&C_volcano

Posted by [Majiin Vegeta](#) on Sat, 03 May 2003 23:17:27 GMT

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dont ya hate it when ya running down the tunnel (GDI pp side)and suddenly a sniper or 5 men just magically appear infront of you cuz of the shity vis errors (so many of them in that section) and you get killed... as an SBH nuke or a sniper...

well i went and fixed em...now i just wanted to know is there anypoint releasing this fix out...?

if so..how the **** do i make it a .mix

Subject: C&C_volcano

Posted by [StoneRook](#) on Sun, 04 May 2003 00:19:09 GMT

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so - don't run down that way....

Subject: Re: C&C_volcano

Posted by [L3f7H4nd3d](#) on Sun, 04 May 2003 02:20:01 GMT

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Majiin Vegeta

well i went and fixed em...now i just wanted to know is there anypoint releasing this fix out...?

No. The only server that runs C&C_Deth_Islands has to kick half of it's people when that map comes up in the rotation. One small glitch is not important, but fixing the B2B problem is, which is why C&C_Deth_Islands is used.

Subject: C&C_volcano

Posted by [Majiin Vegeta](#) on Sun, 04 May 2003 13:12:03 GMT

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ok

i wounder what would happen if i use it on normal server

who knows how to make .mix files...or know a tutorail
