Subject: Was this meant to be fixed?
Posted by visorneon on Sun, 03 Oct 2004 12:11:45 GMT
View Forum Message <> Reply to Message

I was playing renegade yesterday, and i thought that CP1 was supposed to have fixed the vis errors? sorry if im wrong, but whilst playing on field, as a hotwire, i ame out of the tunnel near the Nod PP, and i went invisible and so did the PP, i could see right through it to the Hand.