I am hard at work perparing the Core Patch 2 client patch.
It should be ready to go into testing soon.
It will contain the following items: (some of which were actually fixed in CP1 I think)
Blockers so you cant get on the refinery in the non-flying westwood maps anymore.
Blockers so you cant get on the weapons factory on canyon anymore.
Blockers to prevent base to base shooting of the reinfery tower bit on Complex.
Bad spawn point in the hand of nod on field fixed.
Vehicle blockers for the tunnels in FieldTS.
Glitched near obelisk in FieldTS fixed where vehicles getting stuck.
Blockers to prevent base to base shooting with gunner and MRLS on islands fixed (MRLS
shooting the hand from near the wall in the GDI base, not sure where the gunner block is)
Blockers to prevent base to base on snow
Bad spawn point in the hand of nod on under fixed.
Loadscreen changed back to the default westwood loadscreen minus the text.
Scripts.dll/bhs.dll 2.2.1 (including all the new features in it)
The "error 17" and such errors in the patcher should hopefully be gone.
The text font has been restored to the default settings.
Keys.cfg included for the keys used for SSAOW 1.4 (as well as the keycfg.exe editor you use to
change the key assignments)
Plus, the following new maps:
C&C_Tropics
C&C_BunkersTS
C&C_Terrace
and C&C_Last_Stand which is a new non-flying map being created especially for Core Patch 2 by
Titan1x77.

I am asking the community to nominate anything that we said we were going to fix in Core Patch 2
but that isnt on the list. (so I can find out why it wasnt fixed)