
Subject: Re: Core Patch update 29 november
Posted by [reborn](#) on Fri, 09 Dec 2005 08:52:12 GMT
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Just an update really...

I will be sending John Will the final map in 12 hours from this post (if not sooner). The last one took some time as it was CnC_FieldTS.mix, this mean't building it in level edit from scratch, with only the .w3d file to work from. It was worth it though. The Flame tank glitch has been fixed. Buggys can't gain access to the tunnels now, and that weird lag area between the obilisk air-strip tower has been fixed. I just need to test it out with a few players before i submit the final one to John for BHS internal testing.

So hopefully CP-2 will be rolling out soon. Woohoo!
