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Subject: Re: Collecting map issues for a possible set of fixed maps

Posted by [Goztow](#) on Sat, 17 Sep 2011 07:29:45 GMT

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CP1 is the first unofficial C&C Renegade update which fixes several bugs identified in the game. Many fixes and changes were made to the original maps including additional sounds, more effective vehicle blockers to prevent wall jumping, and other special effects. The much hated ability to do base to base attacks on certain maps has been prevented. Multiplayer radio command icons are now available, Obelisk powerup will be audible, seamless interaction between the Renegade client and the Free Dedicated Server will introduce server-side enhancements that make available the best effects ever achieved in Renegade multiplayer gameplay.

CP2:

Map changes/fixes:

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- Blocked ability for players to get on top of refinery on non-flying maps
- C&C\_Canyon.mix: Blocked ability for players to get on top of the Weapons Factory
- C&C\_Complex.mix: Prevent GDI Base-to-Base exploit to hit refinery
- C&C\_FieldTS.mix: Prevent Nod buggies from entering tunnels
- C&C\_FieldTS.mix: Fixed problem near obelisk where vehicles can get stuck
- C&C\_Islands.mix: Added blockers to prevent more Base-to-Base exploits
- C&C\_Snow.mix: Fixed a Base-to-Base exploit
- C&C\_Under.mix: Fixed a bad spawn point in the Hand of Nod

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