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Subject: Re: Map errors with 4.1

Posted by [jonwil](#) on Sun, 16 Feb 2014 09:31:49 GMT

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I have a fix that fixes the pathfinding for the broken Tiberian Sun: Reborn map but I want to verify that its fixed for the Renegade map (just to be sure). Can anyone who has been having 100% reproducible pathfinding issues on a renegade map please contact me (via IRC/IM) so we can verify things?

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