
Subject: Was this meant to be fixed?

Posted by [visorneon](#) on Sun, 03 Oct 2004 12:11:45 GMT

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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.

Subject: Was this meant to be fixed?

Posted by [zunnie](#) on Sun, 03 Oct 2004 12:36:29 GMT

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Field doesnt have a Power Plant?

[zunnie]

Subject: Was this meant to be fixed?

Posted by [Renx](#) on Sun, 03 Oct 2004 12:44:25 GMT

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I never had vis errors in the field tunnels before i downloaded the CP1, now I do... :/

Subject: Was this meant to be fixed?

Posted by [Crimson](#) on Sun, 03 Oct 2004 21:46:22 GMT

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I believe the VIS errors will only be fixed when the server has the corrected maps as well... but I could be wrong.

Subject: Was this meant to be fixed?

Posted by [Majiin Vegeta](#) on Mon, 04 Oct 2004 00:29:51 GMT

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hmmm dont you have to delete the .thru's i think to fix them ?

i dunno :S

Subject: Was this meant to be fixed?

Posted by [havocide3](#) on Mon, 04 Oct 2004 00:52:43 GMT

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He means Field.

Subject: Was this meant to be fixed?

Posted by [Sir Kane](#) on Mon, 04 Oct 2004 13:27:32 GMT

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CrimsonI believe the VIS errors will only be fixed when the server has the corrected maps as well... but I could be wrong.

Nope, VIS is 100 % client side. Might be possible that it fucked up while fixing the map.

Subject: Was this meant to be fixed?

Posted by [visorneon](#) on Tue, 05 Oct 2004 14:59:29 GMT

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oh dear woops for being a n00bie, i meant Volcano..... can't believe i messed that up. sorry

Subject: Was this meant to be fixed?

Posted by [Sir Kane](#) on Tue, 05 Oct 2004 15:15:18 GMT

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L. M. A. O.

Subject: Was this meant to be fixed?

Posted by [visorneon](#) on Tue, 05 Oct 2004 19:06:37 GMT

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Subject: Was this meant to be fixed?

Posted by [YSLMuffins](#) on Wed, 06 Oct 2004 01:54:46 GMT

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I really hope none of the VIS work on the original WW maps was redone completely from scratch for the new maps in CP1...
