
Subject: Bug With Core Patch 1 In C&C Seige
Posted by [t1000n1](#) on Tue, 30 Nov 2004 09:19:15 GMT

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I have just tried out the maps with cp1. And on Seige when you first start out the GDI Harvester is always stuck in the wf bay door. I destroyed it and it worked fine after that. I restarted the map three times with the same results. Btw..in that new map MutationRedux...the building explosions are awesome. Wouldn't there be some way to implement them in a future patch for the default maps? Oh and the alternate skins for the chars and vehicles too! Other than that, I love the new text and sound effects!

Subject: Bug With Core Patch 1 In C&C Seige
Posted by [jonwil](#) on Tue, 30 Nov 2004 09:49:41 GMT

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can anyone confirm this issue?

Subject: Bug With Core Patch 1 In C&C Seige
Posted by [laeubi](#) on Tue, 30 Nov 2004 10:14:17 GMT

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Working fine for me, maybe an issue when you have installed an older version before?

Subject: Bug With Core Patch 1 In C&C Seige
Posted by [Scythar](#) on Tue, 30 Nov 2004 10:18:34 GMT

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Works fine here.

Subject: Bug With Core Patch 1 In C&C Seige
Posted by [kevrulezz](#) on Tue, 30 Nov 2004 10:19:51 GMT

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Working fine here as well but I did notice this:

<http://www.n00bstories.com/image.view.php?id=1180947189>

anyone else have this?

Subject: Bug With Core Patch 1 In C&C Seige

Posted by [Scythar](#) on Tue, 30 Nov 2004 13:01:56 GMT

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kevrulezzWorking fine here as well but I did notice this:

<http://www.n00bstories.com/image.view.php?id=1180947189>

anyone else have this?

Now that you mention it, my pedestal was flickering weirdly too, but I didn't pay any attention to it.

Subject: Bug With Core Patch 1 In C&C Seige

Posted by [t1000n1](#) on Tue, 30 Nov 2004 18:35:08 GMT

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I did have an older version of Seige before the patch, but it worked fine then. I don't know, but its not a biggie. I can't host games anyways (56k) but it didn't do that before.[/img]
