
Subject: Looking for the Core Patch 1 Readme
Posted by [iRANian](#) on Wed, 10 Aug 2011 17:34:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm working on a map fixes pack and I use the Core Patch 2 maps as base, however the readme included with me only lists CP2 map fixes, not the Core Patch 1 ones. Does anyone have the Core Patch 1 map fixes?

Subject: Re: Looking for the Core Patch 1 Readme
Posted by [HaTe](#) on Wed, 10 Aug 2011 17:55:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:Field - B2B through mountain no longer works
Field - Removed bad spawn points for Nod (fall through the map bug)
Volcano - Several VIS (visibility errors) fixed
Walls - No longer able to drive vehicles onto the walls
Islands - B2B with MRLS no longer works
Islands - No longer able to shoot through tunnel walls
Mesa - Unable to walljump anymore
All maps - Weapons Factory interior fixed to prevent shooting through bay (garage) window
I think this was for CP1. Didn't label it well though, so i could be wrong.

Subject: Re: Looking for the Core Patch 1 Readme
Posted by [Lone0001](#) on Wed, 10 Aug 2011 18:17:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Here's the full readme for CP1.

File Attachments

1) [cplreadme.txt](#), downloaded 522 times
