

---

Subject: Bug Noticed

Posted by [Wyld1USA](#) on Sun, 06 Feb 2005 09:11:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Not sure if you all know about this. I think it is CP1 related, but I could be wrong. Happened today on 2 different servers and the map was the same. (hourglass) What happened was Nod rushed, an Eng got killed and a sbh (again 2 different games and servers) and they both were killed in the door way. (which was the common condition) GDI could not get in the GT at all. the doors would not open. The health shield could be seen (half of it) through the door. I figured it was the shield that was keeping it from opening. So, I damaged an inf character on my team with my med to allow the sheild to be absorbed or picked up and then the door opened. Did that both times on the different servers and it worked. As soon as the GDI inf character got the health shield the doors opened. Again, you may already know about this, if so you can delete this post. Thanks guys.

---