
Subject: CP2 Bugs(?)

Posted by [prince059](#) on Tue, 25 Apr 2006 19:47:32 GMT

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On C&C_Under after upgrading to CP2 I've noticed that base defenses have stopped working. Although this doesn't appear to be the case with all maps.

On C&C_Canyon, being on Nod, running through the tunnels and coming out the left side exit in the middle of map I couldn't run up ramps, and actually got stuck on them each time I tried to go up - had to kill myself.

Can anybody else perhaps reproduce these bugs to see what's causing them?
