

1.

Are missing 'textures' also fixed with the TT patch? I mean that this:

Has to be like this (although it seems that those 'MCT screens' are different for each building):

2.

Is the lag/map exploit already known on Canyon, where you can use this part of the 'tunnel' (red) + lag, which causes you to move to the blue part of the Bunker (where you really are), while your view of your character stays in the green part:

The fake 'view/shooting' of your character (huge shaking screen), which allows you to get kills around corners:

3.

Are we gonna get an automatic reloaded pistol at the start of a match? At 'pure/hardly modified' servers, you always have to reload your pistol at the start of the round, because it starts with 0 rounds.

4.

Are there more 'vehicle blockers' added on certain maps, to prevent vehicles getting at certain spots/getting stuck?