
Subject: Re: Collecting map issues for a possible set of fixed maps

Posted by [StealthEye](#) on Sat, 17 Sep 2011 03:06:29 GMT

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Starbuzz wrote on Sat, 17 September 2011 02:12: Is this supposed to be fixed? Happened a few times so far but this time I am bringing it up because it helped me spot an incoming med rush that otherwise would have killed hon and obby if I had not alerted the team.

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http://www.renegadeforums.com/index.php?t=msg&th=38412&unread=1&rid=21143#msg_454840

Edit: does someone know what fixes are in CP2? We should add those too, as long as they are not fixed by other means in TT.
