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

Posted by [StealthEye](#) on Tue, 25 Oct 2011 00:25:03 GMT

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Quote from this topic.

Quote:I just played Volcano a short while ago, and I was approaching the GDI section of the tunnel, after it "T"s off near the cave. Two Havoc's were in front of me and they were invisible. Was that bug not sorted out in scripts 4.0?

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