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Subject: Changes made since RC3, also collecting bugs here

Posted by [jonwil](#) on Sun, 16 Feb 2014 10:20:04 GMT

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Firstly, the changes we have made since RC3 are:

Fix so that some fields added to (or mistakes fixed in) "Explosions" and "C&C Mode Settings" actually showed up in LE.

Add a warning to the netcode such that if 2 objects have the same network ID, it will warn you about it.

Fix a typo causing "Insufficient Funds" to play instead of the nuclear strike warning for GDI.

Fix a crash caused if an invalid URL is passed to the SSURL console command.

Anti-cheat improvements (details not included for obvious reasons)

Fix the disappearing cargo plane (and other glitches caused by the same root cause)

Fix a few memory leaks

Fix an issue with pathfinding causing the harvester to get stuck in a few places (that's the test case I have anyway, other things may also have been affected by this glitch)

If there are any bugs not on this list that are affecting gameplay or are otherwise serious (and should be fixed), please post them here so we can look into them.

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