Subject: [GENERAL] bug
Posted by Ethenal on Tue, 08 Apr 2014 00:33:58 GMT
View Forum Message <> Reply to Message

(19:29:42) <&JellyMarathon> [General] Current game on map C&C_Walls_Reloaded.mix has ended. Game was won by GDI by Building Destruction.

Yeah, C&C_Walls_Reloaded.mix is the default entry in the TT server distribution in svrcfg_cnc.ini (which is no longer used). I presume this is a TT bug, but please correct me if I'm wrong. I don't recall ever witnessing this before.

This doesn't seem to have any implications to gameplay, just a visual issue.