
Subject: plans for another core patch?

Posted by [Spoony](#) on Mon, 18 Jun 2007 16:24:57 GMT

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There are still a few things could use fixing...

- the one-man rethop exploit for Nod on Field (discovered relatively recently, so I don't think it was always possible)
 - harvesters ceasing to move after they respawn once the Nod pp is gone
 - Nod harvester getting stuck on the tank trap on Walls Flying - doesn't happen often, but when it does, gg for Nod
 - harvesters getting stuck on the rocks in the tib field on Under
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