
Subject: How About A CP3?

Posted by [Dover](#) on Thu, 06 Dec 2007 22:16:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

Is BHS working on a CP3? The major ones have been nailed, but there are still plenty of bugs to go around.

Subject: Re: How About A CP3?

Posted by [mac](#) on Thu, 06 Dec 2007 22:23:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

Stay tuned.

Subject: Re: How About A CP3?

Posted by [Ryu](#) on Thu, 13 Dec 2007 06:44:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

mac wrote on Thu, 06 December 2007 22:23Stay tuned.

Channel?

Awesome, can't wait to see what's in store.

Subject: Re: How About A CP3?

Posted by [Creed3020](#) on Sat, 15 Dec 2007 23:17:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

I too was thinking about this the other day. Figured that RG might be the higher priority.

Mac, will any futher Core Patches include more maps?

Subject: Re: How About A CP3?

Posted by [Lone0001](#) on Sun, 16 Dec 2007 03:36:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

I had a idea for a new core patch but I can't remember it I will tell if I can remember it.

Subject: Re: How About A CP3?

Posted by [Goztow](#) on Sun, 16 Dec 2007 09:53:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

I hope they can fix the auto downloader for RG first...

Subject: Re: How About A CP3?

Posted by [PsuFan](#) on Fri, 21 Dec 2007 15:18:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

Goztow wrote on Sun, 16 December 2007 09:53: I hope they can fix the auto downloader for RG first...

I could work something into the Tool Manager if you guys like

Subject: Re: How About A CP3?

Posted by [EA-DamageEverything](#) on Tue, 12 Feb 2008 03:37:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

@mac

Will there be a Map Poll again?

Subject: Re: How About A CP3?

Posted by [nope.avi](#) on Tue, 26 Feb 2008 02:30:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

sounds cool

Subject: Re: How About A CP3?

Posted by [cooldude7](#) on Tue, 27 May 2008 08:10:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

6 months later and still tuned in...

Any news?

Subject: Re: How About A CP3?

Posted by [Goztow](#) on Tue, 27 May 2008 10:47:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

It's still in a "stay tuned"-state.

Subject: Re: How About A CP3?
Posted by [CarrierII](#) on Tue, 27 May 2008 14:23:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

Gah

Subject: Re: How About A CP3?
Posted by [luv2pb](#) on Tue, 27 May 2008 17:21:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

-5 months and counting! 99% to .0000099% ftw

(1137 special team is going to be mad at me)

Subject: Re: How About A CP3?
Posted by [_SSnipe_](#) on Wed, 18 Jun 2008 06:11:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

i KNOW there making new scripts and cp3.....by rumors and shit from members and post...i cant wait

Subject: Re: How About A CP3?
Posted by [Dover](#) on Wed, 22 Apr 2009 06:28:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Just to be sure, the "stay-tuned" being refered to in this thread is TT, right? There really isn't a need for a CP3 once that comes out.

Subject: Re: How About A CP3?
Posted by [Goztow](#) on Wed, 22 Apr 2009 06:44:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yes it is. TT was originally going to be CP3.
