

Cr mp can hit low in some situations, in the case of Guile, DJ, and old Sagat it hits low all the time. Otherwise it requires them to have a low hurtbox that extends past their mid one horizontally, at an angle that cr mp can reach. Crossup j lk> cr mpx2 is a true link/combo vs a lot of characters, so it sometimes has use in mixups as they have to block it crouching, punishing their throw/reversal attempt.

Character	Effect	Crossup > cr mp> cr mp
Guile	Hits low all the time.	Yes (both hit low)
Deejay	Hits low all the time.	Cr mp> cr mp only works when done at point blank, both hit low.
Old Sagat	Hits low all the time	Yes (both hit low)
Chun Li	Hits low from a distance (not very strict)	The second cr mp whiffs.
Cammy	Hits low from a distance (not very strict)	Yes, the second cr mp must be blocked low.
Fei Long	Hits low from a distance	Both can be blocked standing.
Claw	Hits low from a distance	The second cr mp must be blocked low
Hawk	Hits low from a distance (strict spacing)	Both can be blocked standing.