
Subject: CP1 version of Mesa

Posted by [Spoony_old](#) on Thu, 20 Jan 2005 00:07:48 GMT

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Would it be at all possible to release an alternate version of Mesa without the vehicle blockers, so a player could still run CP1 and optionally walljump?

The reason I ask is because an interesting little situation has cropped up at CW. I'll quote myself

Quote:Regarding the rules on Mesa and CP1

I remember reading the recent admin rules for sniper games, saying glass shooting wasn't relevant since CP1 blocks it.

CP1 apparently blocks vehicle rampjumping on Mesa. My server isn't CP1 and I don't want to make it CP1 at the moment, because not everyone here has it and there'll just be less people to play against. So, as it stands, only clients who have CP1 have the disadvantage of not being able to walljump.

Everyone in my clan has CP1, not everyone on this forum though.

What's the problem you may ask? Well, if Nod walljumps with a stank or something, it isn't really that much of a problem, nothing that a PIC can't handle. What if GDI takes a med over the wall? If all my team have CP1, we can't take a tank over to kill it. The option is a raveshaw, and if that med tank has a hotwire, a raveshaw simply can't kill it. So the only way to kill one med is to send two players. This, to me, does not seem balanced in a small clanwar.
