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Subject: CP1 version of Mesa

Posted by [IRON FART](#) on Mon, 24 Jan 2005 23:25:10 GMT

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BlazerThe authors of the map put vehicle blockers there specifically because they did not intend vehicles to go there. So exploiting a way to get there is just as much an exploit/cheat as it would be if flying vehicles could fly off the map, etc.

Thats true, but although many servers know about it, they chose to allow it as a valid tactic.

This is what I think should happen.

-CP2 should include a version of Mesa that blocks wall jumping so that everyone will have both the original and the new version.

-Server owners should decide which version they want to run according to their rules.

This way, whatever the rules of the server, everyone will be forced to abide to the server's wall-jumping policy.

That should solve the problem

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