
Subject: SSCP1's unbalance to C&C_Field.mix

Posted by [pyroacidk](#) on Wed, 20 Apr 2005 07:02:47 GMT

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Yes, you can boost someone over a wall, but on mesa, it is a ramp, its not a wall, if it was a wall, the buggy or humvee wouldnt go over it!

and believe me ive seen what some cars can jump, i go to alot of car events as my dad is a macanic, they have cars that could jump that wall with there hydraulics alone, but back to the thread....

fixing certain bugs and not fixings others isnt that abit unfair. removing the ramp jump on mesa, has removed nod's best tactic on that map. Gdi can still get the Air with a humvee.....

Quote:Mac: There are no changes to Field other than the b2b fix..

That statement isnt true, you also fixed bugs on the map, including speeding the map loading time up, and fixing the HON (Fall through floor on spawn).
