Subject: Re: funny stuff from the Zer0BS server
Posted by IronWarrior on Tue, 13 Jun 2006 17:55:09 GMT

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wolfmyth wrote on Tue, 13 June 2006 10:23Yeah, Just decided to try it out, don't play much Ren these days.
I'm glad so see its not only me that thinks Zer0BS blows.

On the side topic, I used to play on MP here and there, It wasn't bad. The thing I got annoyed about was becons ontop of say the Ref on island(ladder access). The mods didn't take into consideration the BHS core patches. They argued with me you can disarm the becon ontop of the ref(not if its behind the wall). I tried to tell them that thanks to the core patch me and a lot of others have a red see-through wall up there(to stop B2B). They though I was BSing or a nub so I left and decided to not return.

Hmm, you got your wires crossed somewhere, the red laser wall was there to stop users from jumping into the area where the hav unloads to lay a nuke not for b2b, jumping in that said spot is against our server rules as we consider it a bug/glitch whatever.

If anyone somehow was able to put a beacon behide the laser wall, then they was breaking our rules and should had been qkicked.

You are allowed to b2b on Islands from the base walls each team has and from the first island for GDI, attacking the hand, its using MLRS from inside the GDI base, attacking the Nod base b2bing.

Sorry, you had this problem at our servers then..

We have a new hyper/turbo mod coming soon, cant go into details, but when its put on the servers, it be awesome, I would give it ago when its here, see if you like it or not, we would like the feedback anyway so we can inprove it.