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Subject: Re: EA is patching rene one last time...  
Posted by [Vitaminous](#) on Fri, 18 Jul 2003 18:18:42 GMT  
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FalconxIJiggakoZz

- 1) Ob Walking - I think it should be left alone, it requires a degree of skill that not many people have, and nod can follow the harve with a SBH just as easily.
- 2) Base-to-Base at Field and Islands - I think this is a glitch that needs IMMEDIATE attention, it requires little to no skill to do this, it creates MVPs outta people who are not MVP material, and it costs the better team the game a lotta times.
- 3) Tunnel Beacons at Field - I personally think that if you weren't able to tunnel beacon, there would be really no reason to go in the tunnels at all... it's sort of like a reward for controlling the tunnels, its like controlling the field... and BOTH teams can do it

1. Nothing really can be done, to my understanding its a latency problem.
2. Could be fixed. C&C\_Deth\_Islands addresses the problem on Islands.
3. Been around since the beta, testors felt it was cheap but nothing could be done to remove it with out changing the map itself or makeing beacons have a damage zone of less than 10 meters across. The way the beacons are implimented is what causes the problem. They go through terrain and other objects.

An invisible wall could do that...

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