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Subject: Re: Hopping barriers using two (or more) people

Posted by [papaelbo](#) on Tue, 08 Jul 2008 13:43:55 GMT

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Goztow wrote on Tue, 08 July 2008 04:30Ghostshaw wrote on Tue, 08 July 2008 10:47And maybe the refinery hop (getting on top of it).

Core patch 1 or 2 map fixes had a solution for this. It was something like very lethal tiberium on the ref slope.

I can understand preventing one man wall hops. However, shouldn't the building hop issue be left to the rules of each server rather than be prevented entirely with the new patch?

Those killzones on top of the ref should be removed too. There is no need for them at all in servers which allow building hops.

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