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Subject: Re: Fix outside PTs?

Posted by [wassabii](#) on Sun, 17 Aug 2008 10:26:26 GMT

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How is this for an idea, we could introduce ONE outside PT on some maps WHERE there is an imbalance (eg, field @ bar), and any other places where we think there is an imbalance in not having them, this can be in the form of a stand outside of the bar but really is a pt, it can be at the front of the bar so if they have to refill they have to run to the front of the bar but not all the way inside (which saves nod time and doesn't make it totally impossible for gdi), and if someone thinks there is an imbalance on any other map where you will need one of these, we can put one of those down, whilst disabling the ability to access an indoor PT globally.

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