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Subject: Re: Fix outside PTs?

Posted by [Chuck Norris](#) on Fri, 08 May 2009 14:46:21 GMT

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Gohax wrote on Thu, 07 May 2009 23:10 Let's put it this way: if you took out accessing pt's from outside buildings, it would do more harm to the players rather than good.

Do more harm? Why, because some people would rather whine about not being able to use exploits rather than adapting their play to how the game is supposed to be? This exploit doesn't balance jack shit. It ruins balance. The \$1400 SBH gets negated but some idiot using exploits (who probably proceeds to call the SBH a "noob"), and it's allowed.

I know Westwood messed a few things up with the game, but I'm pretty sure having access to the PTs from the outside was one of them, and how Westwood had it was that the beacons were SUPPOSED to be not so easy to disarm. Don't cry foul that this adds balance. It ruins it.

The above post says it right. I know the team doesn't want to destroy the community, but this appealing to those whining against change surprises me. It's a bug, an exploit, and destroys gameplay balance, and needs to go.

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