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Subject: Re: Fix outside PTs?

Posted by [Genesis2001](#) on Fri, 08 May 2009 17:48:07 GMT

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Ghostshaw wrote on Fri, 08 May 2009 10:08The gameplay on most maps was balanced with outside PT's. Like I already said before, a good example is field. With outside PT's both GDI and Nod most common nuke spots are roughly the same distance from a PT (very close), but if you block it GDI has to walk alot farther (either all the way into the bar or into the ref) then Nod (around the air then back over the wall).

Yea, even if you make the PT not accessible from outside the building, server owners can just un-fix it themselves.

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