
Subject: Re: C&C_Platforms Final BETA
Posted by [liquidv2](#) on Wed, 11 Sep 2013 11:15:34 GMT
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yeah; as i saw that, i thought back to the days of MSGTPain (pre-cheating)
if he had a wall to hide behind and jump shot from, everyone was dead
might wanna make the walls a little bit higher so people can't jump and fire over them, and/or
make little gaps in the barriers where people can fire from

regarding the price changes - some of the stuff is probably sensical, but others would make more
sense on some of the stock maps and not necessarily this one

that's why i said it will be interesting to see
it might work perfectly for all i know
