Hey how about instead we leave the mesa "bug" in and go for real bugs like the "blue screen" bug when buying vehicle or ob walk bug or the so many other bugs out there like with a copter and factory or copter and bridge or like the TK bug.... jeez... ppl @ westwood knew about walljumping when they were making patches i thinkt hey would have done something wouldn't they? plus it is even it's not like it is brain surgery to know how to get a tank over a wall
also i believe that the shooting through glass on WF is quite important cuz for example if you take a look at strip compared to warfactory right now which is easier to kill ppl inside? strip cuz it is so compact just well if you make it harder to kill ppl in WF it'd be even harder to kill and anyways as long as you're not standing still on the otherside of the glass like some moron who is only wanting to die then you should be alright - and it's not like you could go on the other side of the wall for more protections anyway right? ..
Look I'm sorry just saying that it's sort of better to do this patch so that everyone can agree to it? instead of half agree to things that you customize cuz it is your opinion cuz i mean it's kinda pointless i believe to put a patch to which everyone doesn't agree to fixing those things...
besides i think ren was at least good enough before but if you wanted to do something about bugs just stop ones like ob walking and b2b(which you did put) blue screen bug and all of the ones i posted i mean that's just natural but i mean adding maps and doing that other stuff just seems to me just what you guys personally want instead of what the majority of people want