Well by what you're saying you can say the same for Hourglass can't you? Taking off vehicles from being able to pointwhore on hill but yet you guys say nothing about that which is why it seems like you are only doing certain things but not all bugs

and i'm only saying that maybe you should fix the stuff like (ob walk, tk bug, copter w/ factory/bridge bug, blue screen bug) you know the things people REALLY complain about - cuz i don't go on a server and if i shot through glass in the factory - i don't see people saying, "OMGOMGMOGOMGMOG WHAT A BUG USER"
which is why if a host didn't just want that one specific thing they will kick because it will be in teh rules of the server so i don't see why putting it in really will do much cuz most people on most servers don't give a shit about glass shooting with WF.
same goes with mesa and wall jumping

but when it comes to ob walking ppl get pissed and about every server hates that shit cuz it's a bit more serious.. being able to disable the defence of Nod's and killing basically any building.

or

blue bug - i hear ppl bitching about that just as well cuz well... it's sort of annoying to have to leave the server and come back in knowing that you might have lost the tank if it was on the airstrip once you got the blue screen. not to mention you lost the infantry you had and ion/nuke if you had it

but i mean if you wanna take away every single bug that wasn't meant then stop bugs like harv walking ... lol

and then ppl won't have to worry about people hill camping on hourglass and the tactics of hourglass will be severly changed without being able to hill camp on hourglass
or no wasteful mines going to harvy path on every base defence map
or only 2 ways to focus on the mesa map cause the extra side won't be there to make the map more exciting to have to defend

but whatever do as you want seeing as how it's what you are doing and maybe some servers will have it and some might not and if that's what you're going for then the more power to you
:rolleyes: