Subject: poll: should we fix b2b on islands and walljump on mesa
Posted by mahkra on Thu, 01 Jul 2004 17:38:53 GMT
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There are already walls like that all over the place blocking off infantry-only areas (e.g. tunnels).
So maybe if the ramp were NOT meant to be driven on, it would have an invisible wall at the top.
How do any of you know for sure what Westwood's intent was?

The fact of the matter is that vehicles CAN drive over the walls. And I really don't see why you're
getting all pissy with me, because I was being helpful. Converting the ramp to stairs would fix the
"problem" without adding a potentially annoying invisible wall.