Subject: Hopping barriers using two (or more) people
Posted by Rocko on Tue, 08 Jul 2008 02:45:39 GMT

View Forum Message <> Reply to Message

Will this be changed or still possible? It's practically become a new strategy of play and is well known in certain servers, so it would suck if this was blocked somehow.

What's happening with this?

Subject: Re: Hopping barriers using two (or more) people
Posted by Veyrdite on Tue, 08 Jul 2008 04:37:59 GMT

View Forum Message <> Reply to Message

Rocko wrote on Tue, 08 July 2008 12:45Will this be changed or still possible? It's practically become a new strategy of play and is well known in certain servers, so it would suck if this was blocked somehow.

What's happening with this?
Fixes for this can be server-sided, so servers that don't want it possible can fix it themselves.

Subject: Re: Hopping barriers using two (or more) people
Posted by Goztow on Tue, 08 Jul 2008 07:20:57 GMT

View Forum Message <> Reply to Message

I don't think it will be "fixed".

Subject: Re: Hopping barriers using two (or more) people
Posted by Ghostshaw on Tue, 08 Jul 2008 08:47:33 GMT

View Forum Message <> Reply to Message

Nope won't be. One man wallhops we will try and block as much as possible. And maybe the refinery hop (getting on top of it).

Subject: Re: Hopping barriers using two (or more) people
Posted by Goztow on Tue, 08 Jul 2008 09:30:16 GMT

View Forum Message <> Reply to Message

Ghostshaw wrote on Tue, 08 July 2008 10:47And maybe the refinery hop (getting on top of it).
Core patch 1 or 2 map fixes had a solution for this. It was something like very lethal tiberium on the ref slope.

Subject: Re: Hopping barriers using two (or more) people
Posted by papaelbo on Tue, 08 Jul 2008 13:43:55 GMT
View Forum Message <> Reply to Message

Goztow wrote on Tue, 08 July 2008 04:30Ghostshaw wrote on Tue, 08 July 2008 10:47And maybe the refinery hop (getting on top of it).
Core patch 1 or 2 map fixes had a solution for this. It was something like very lethal tiberium on the ref slope.

I can understand preventing one man wall hops. However, shouldn't the building hop issue be left to the rules of each server rather than be prevented entirely with the new patch?

Those killzones on top of the ref should be removed too. There is no need for them at all in servers which allow building hops.