
Subject: ref hop

Posted by [Major-Payne](#) on Wed, 26 Sep 2012 15:42:38 GMT

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reinstate ref hop on canyon please

Subject: Re: ref hop

Posted by [YesNoMayb](#) on Wed, 26 Sep 2012 18:43:13 GMT

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I can hop the Nod ref but not the GDI ref.

Subject: Re: ref hop

Posted by [liquidv2](#) on Thu, 27 Sep 2012 04:44:34 GMT

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you mean hopping over that wall and falling down the mountain to land behind the ref? why would you want that allowed lol

Subject: Re: ref hop

Posted by [Sean](#) on Thu, 27 Sep 2012 15:18:53 GMT

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liquidv2 wrote on Wed, 26 September 2012 21:44you mean hopping over that wall and falling down the mountain to land behind the ref? why would you want that allowed lol

Because it isn't really different to ref-hopping on field imo, it still requires teamwork. Its still officially classed as "2-man ref hop". Okay it looks like a bug, falling down a mountain and all, but meh its still a valid tactic.

Subject: Re: ref hop

Posted by [ehhh](#) on Thu, 27 Sep 2012 15:20:54 GMT

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a lot different, lol

Not like you can easily mine the wall and hear the agt shooting like you can on field

Subject: Re: ref hop

Posted by [Major-Payne](#) on Thu, 27 Sep 2012 15:30:41 GMT

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It's originally a bug, yes

A bug that has become an essential part of Renegade gameplay on Canyon. Nod can hammer the inside of the GDI base from the comfort of the field, out of the range of tunnel snipers, while GDI can only hit the tip of the strip from a position that is very open to fire, from the nod base, the vehicle tunnel and the infantry tunnels.

The price nod pays for this is the ref hop. Don't take it away. Reinstate ref hop.

Subject: Re: ref hop
Posted by [iRANian](#) on Thu, 27 Sep 2012 15:49:36 GMT
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apparently so essential that you're the only one who noticed it for around 9 months or so.

Subject: Re: ref hop
Posted by [ehhh](#) on Thu, 27 Sep 2012 16:54:54 GMT
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yeah gdi can also loop the whole nod base with meds and nod cant

omggogmggogmg

Subject: Re: ref hop
Posted by [liquidv2](#) on Thu, 27 Sep 2012 18:20:52 GMT
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Major-Payne wrote on Thu, 27 September 2012 10:30It's originally a bug, yes

A bug that has become an essential part of Renegade gameplay on Canyon. Nod can hammer the inside of the GDI base from the comfort of the field, out of the range of tunnel snipers, while GDI can only hit the tip of the strip from a position that is very open to fire, from the nod base, the vehicle tunnel and the infantry tunnels.

The price nod pays for this is the ref hop. Don't take it away. Reinstate ref hop.
your entire post translates to "GDI should be allowed to fall out of a mountain to get into the back of Nod base because there's a hole that Nod can shoot through."

like tristt said, the Nod base has four different ways into it - the GDI base has two
if you want GDI to be able to hop over that wall, that makes 5 ways into the Nod base

your logic is mind boggling
