j4S[p]ACK, you're a dumbass.

I remember you going in Aztec and killing me while you were in a area where no faces have been created by Valve. Isn't that a little odd? I mean if you were supposed to be up there... Valve obviously would of add the textures and faces to the area. :rolleyes:

I bet you that if you ask anyone who has played with me, I do not scream "CHEATER!!" every time I get shot.

I've never had so much problems with exploiters. However, you ACK, take the cake. You exploit in Aztec, Office, Prodigy (sp?), and every other map that has a tiny glitch. Valve hasn't patched it, because people are decent enough to not use those glitches... and getting in those areas isn't very common in a match outside of your beloved RenEvo Dedicated US [1] server.

The rockslide is not an untextured area. There are no places on Aztec that I know of that allow you to reach a place where you're not standing on static world geometry that still allows you to be seen. You're making shit up now.

First you whined when I got into the rockslides. You called that an exploit, even though it's been there the entire time and it's just somehow the size of a human player so you can crouch in them. No, it doesn't hide your head you moron.

Second, you complain that I got on top of the ledge, even though it's easily accessible from the rock blocks right next to it.

Third, you complain about the trees, even though all of them are designed to be sat in considering most of the branches are physical objects.

If it were a problem and not intended, Valve would patch it. You know shit about game design. People were getting on the pipes in Train, but Valve patched that within two weeks. How does your argument hold water after that?

And yes it's common outside the server; if you actually played in different servers, you'd know that.