Subject: SSCP1's unbalance to C&C_Field.mix
Posted by pyroacidk on Wed, 20 Apr 2005 00:45:51 GMT
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so crimson you are saying that a person can help someone over a wall, but yet by "fixing" mesa, you are saying that people cant drive over ramps???

ABIT CONTRADICTIVE I THINK......

and yes the wall jump for into Gdi's base, is an unfair advantage. There is blocks there to stop it, but as said by someone else, they are too small.

PyRoAcIdK

p.s no i dont listen to the ob charge, i wait 10-13 secs, and i go by the renegade game clock, not by my watch...