
Subject: Re: Details of some of the features in 4.0
Posted by [ELiT3FLyR](#) on Sat, 03 Oct 2009 15:19:42 GMT
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i wont pretend to understand that but i dont get a few things. why people are even debating about pointfix, why are useless bugs being fixed at the same time as really important things like bluescreening and antichet. i dont really care if i fall through the hand on field or if i dont spawn in the barracks on city, or if i warp when i scope.

i just think things couldve been done better if certain bugs were fixed first but whatever i guess.
