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Subject: Blackhand Studios Core Patch 1 PreRelease Announcement

Posted by [\[gse\]SeriousSmiley](#) on Mon, 28 Jun 2004 17:59:51 GMT

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I somehow have mixed feeling about this.

First of all, all these bug fixes (b2b disabled) and the server stuff sound really nice.

But i still have some constructive criticism:

-Disabling ramp jumps will piss a lot of people off, and this "patch" won't be accepted and be therefore worthless. You can forbid Vehicle Jumps in the Rules and kick ppl, who use it anyway. But disabling it for clanwars, etc will have more negative then positive aspects.

-Disabling B2B on Mesa and Under would be nice as well.

-Will "base to base camping" just outside of the gdi base (on hand) will be still enabled? Cuz it really is nothing else than b2b. And will you still be able to hit the buidings with gunner?

-Kick mutation out of the maps...it's too big to be played.

-there aren't many ppl, who like field ts as well because of the underground stuff.

-You should pack following maps in it: Land(great map), Mines, Bunkers.

hmm...my 2 cents

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