
Subject: Blackhand Studios Core Patch 1 PreRelease Announcement

Posted by [Blazer](#) on Mon, 28 Jun 2004 18:06:25 GMT

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Despite people saying they like to walljump with vehicles, there is no disputing the fact that it IS a map exploit. Everyone can clearly see the vehicle blockers that the map maker intentionally put there to stop vehicles from going that way. Just because they didn't test the maps enough to discover that someone would figure out how to hit the ramp at a certain angle with a buggy, or maneuver a mrls for 15 minutes just to get it on the wall in C&C_Walls so they can hit the Hand through the mountain....doesn't mean its legitimate.

We said this would be a controversial fix, so Im not suprised that you and probably several others will complain about it, but the glaring fact that is is a bug and a map exploit demands that we fix it, and we have. If you don't like it simply do not apply the fix to your server, or don't play on servers that have the fix.

"You cannot please all of the people all of the time"...I'm sorry you are one of the dissenters, but hopefully you can see that we are simply fixing bugs, and the majority of the people agree so that is the path we have chosen.

We are only blocking the B2B on Islands over the water...no MRLS hitting the hand from behind the barracks. As to whether they can hit it from the "first island" or not is left up to server admins/moderators to decide. We are only fixing obvious bugs and exploits that many people complain about..
