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Subject: Re: Should we fix jumping on Barracks on Canyon?

Posted by [YSLMuffins](#) on Wed, 07 Jul 2004 05:53:18 GMT

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macDue to a exploit, you can jump on the GDI Insignia on top of the barracks on Canyon, and lay a nuke on top of the barracks. It is difficult to disarm.

Many people see this as a valid tactic, but technically it is a exploit because you are not supposed to be up there.

There has been some discussion inside the team, if we should fix this or not. We're a little undecided. Hence we are asking the community what you think.

We can't promise this will go into CP1, but we would still like your opinion on this.

It's too bad the thread got way off track before I was able to get my input in. I want to put my vote in for not fixing this so-called exploit. It isn't because I like laying nukes up there (I rarely go on SBH-nuke runs anyway), but because the top of the barracks offers a great position for attacking any vehicles that might be in the entrance and those that drive up the ramp in the middle of the base. The concrete post behind the barracks requires the use of first person mode and offers little protection IMO from vehicles, especially artillery, because of the splash damage. I will not feel guilty about defending my own base.

Furthermore, mines can easily stop Nod from getting up there. If you don't get there in time, that's too bad, because the same thing can be said about the WF or Refinery on any flying map. It's the reason why you mine. These places should also be one of the very first places you suspect whenever you hear 'Nuclear Strike Beacon deployed.'

So you're 'not supposed' to be able to get on top of the barracks, but you've got to look at each 'not supposed to' case differently. This can go hand in hand with the vehicle jumping on Mesa, but you must consider what GDI is losing--eliminate the top of the barracks on Canyon and yes, Nod will have one less place to beacon, but GDI will have one less way to defend their base. Mine the ramps behind the barracks in the first place. If you hear the Nuke beacon deployed warning, the Barracks roof should be the first place you suspect, as it would be the most urgent since you have less time to spare in getting to it.

And about GDI's also so-called exploit of planting an Ion above the concrete bunker near the Airstrip closest to the HON, I was very briefly against it until I learned how easy it was to disarm it from below. Even though Nod will never get all the way around to the beacon in time, they can still simply disarm it from below.

Bottom line, I'd say this so-called exploit should be forgivable: it's easily defended against, it gives a great way to defend the entrance for GDI, it's not so outrageous that you would've never expected it to happen (ie, getting a vehicle on top of buildings or a vehicle on top of the ramps on Walls), it actually could be a useful advantage for both teams, and its notoriety takes away from its advantage as a spot for a nuke beacon.

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