Subject: Patch 1 unfair?
Posted by mac on Mon, 11 Apr 2005 09:10:08 GMT

All the bugfixes are being controlled server side.

If the server runs CP1, even non-cp players can't do b2b.

CP1 does not have any balance changes, you can still blow up a building with 2 c4 and 2 timed c4 without any problem. Maybe you had lag.

If you run it, you have alot of advantages, of course.