
Subject: Re: who thinks this is cheating

Posted by [Sniper_De7](#) on Wed, 22 Nov 2006 23:43:35 GMT

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fl00d3d wrote on Wed, 22 November 2006 16:06 I'm not a big fan of hourglass, tbh. And the reason is because people turtle (sorry, RTS terminology) .. I mean "camp" .. regardless of strategy and rules. On my server, hillcamping is not allowed for two reasons: (1) People abuse it and use it to whore the enemy base with an easy retreat - and GDI has a strong advantage with that (2) If you allow it then everyone attempts to fight on the hill and people get pissed off, start calling people noobs, arguments break out, and people leave the server. So from an owners point of view its not so much about the actual gameplay its about keeping the majority happy. I tried to get hourglass completely removed from our rotation but Nightma12 veto'd me lol. So we're going to hardcode the timer plugin to never allow Hourglass in marathon mode and we'll probably re-enable hillcamping.

GDI has no advantage overall nor does Nod in hillcamping. It boils down to who has more teamwork. There's an obvious advantage for GDI in maps like under and field, but it's be ludicrous to disallow it just because it's disfavoured on one side. Like I said, it comes down to which team is better.

As for the second part, isn't that GOOD that they try to fight on the hill? As for getting pissed off, I hardly see that ever happening. I see more people complaining about camping their base with mammoths and such than I do of people complaining about hillcamping. Generally the only reason you do see people complain about hillcamping is because it's disallowed on that particular server and someone is doing it. It's a hell of a lot more fun trying to hold the hill, by yourself, or with your team, against the opposing than waiting inside your base and the team that rushes the most loses.
