
Subject: Re: Some Fixes, Some Ideas

Posted by [Chuck Norris](#) on Sun, 10 Aug 2008 09:00:44 GMT

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StealthEye wrote on Wed, 23 July 2008 09:37:10) That's used by so many people, I don't think fixing it would be good. But it's obviously a bug, is it not? The Purchase Terminals were NOT intended to be used from the outside or there'd be Purchase Terminals there. Just because so many people do it and it's convenient is not a good excuse in my opinion. I'd like to hear a REAL argument, besides those two, as to why this should stay. I don't like the "it helps against fending off SBHs with nukes" either. SBHs have gotten much less useful because of this, and it's annoying to see \$1400 and all that time and effort thrown away by some exploiter switching to a free engineer to disarm your beacon. You have more than 30 seconds and your team to work with (along with the dead give away "I'M OVER HERE" when the SBH starts shooting) to disarm it, so there's NO excuse for that. If "you're the only one around", then by all honest means, that SBH and his \$1400 and time DESERVE to get that building. One person using an exploit can ruin that as it is. It was NOT intended to be that way. It's a bug, and should be fixed by the patch that is aiming to do just that, no?
