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Subject: Re: Quit fixing stuff that no one wants you to fix  
Posted by [Goztow](#) on Wed, 13 Aug 2008 08:46:43 GMT

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karmai wrote on Wed, 13 August 2008 10:03Goztow wrote on Wed, 13 August 2008 03:31That you can kill more than one building by one nuke on multiple maps. I don't know how well spread this is used, I suppose it will become much more well spread now . One of our clan members "discovered" this and starting extensive testing on multiple maps to find the right spot. I'm not saying he's the first to have known about this, though, I don't know that.

Anyway, in small games it's enough that one tech repairs (it can outrepair or slow down destruction) and a nuke can kill 2 buildings in one run and would be very hard to stop. I'm not just talking about sbh but for every nuker/ioner. Techie/hottie with nuke/ion can kill 3 buildings in one run on some maps.

you can only double nuke buildings on a few maps, usually its on GDI where theres no PT's on the outside of nods buildings anyways (except a few spots on the strip part.

Complex gdi, Volcano GDI, field GDI, Walls fly GDI

PT's on the outside of buildings wont ever help you there dude, theres no PT's on nods REF PP HAND, and if anything the PT on the outside of the strip is competly useless unless theres likea hottie inside the strip and you want to run through mines then refill

this is a glitch that absolutly needs fixing, NOD has NO PT's on the outside of their buildings that are usefull.. gdi's barracks is just stacked with PT glitches, i've covered nukes for a good 35 seconds then had 2 people trade out to hotties and just disarm my shit instantly, no way this game was meant to be that way.

If you guys dont fix hte PT's, but turn on mandatory point fix you're all fucking idiots  
There's many more double nuke spots, out of my head: city flying and hourglass are both missing to start with and there's probably more that I missed as well. There's also some spots where 1 building goes down and the other one is red after a

About Nod useful PT spots on the outside: think of the airstrip PT on Field --> to disarm ion at the back of ref, to kill hotties sneaking in, ... It's utmost useful there: the closest PT nearby would be obelisk otherwise! Think of the obelisk PT which can be very useful on Under when GDI is rushing.

It's true the barracks has more PT's but tbh you can only use one at a time and they're very close to eachother.

Noone says they shouldn't fix the PT bug, there's just two ways of fixing them: one by disabling it and one by putting PT at the outside. Maybe they could even make a go between: disable all of them except one that can still be accessible on the outside. That way it may still be intresting to run inside rather than to use it from the outside if the outside one is at the other side of the building. That's just an in-between idea, I'm not expressing an opinion on its value.

Also noone here is an idiot, just because they disagree with you. Being narrow minded won't help your ideas to be accepted.

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