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Subject: Re: Jelly/RenForums vs. st0rm

Posted by [liquidv2](#) on Sun, 13 Nov 2011 19:09:06 GMT

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iRANian wrote on Sun, 13 November 2011 05:02 I thought crevasse wasn't played as it's DM and it wasn't in the rotation you posted.

wilo chose it as a map to play since his server wasn't going to support his two co-op maps we had agreed upon

truthfully had our c4 not blown up when it did we would have lost within another 10 seconds

i've never seen anything like that lol

iRANian wrote on Sun, 13 November 2011 05:02-Remove Arty screenshake and splash (they didn't have a change on failcano and BunkersTS), it takes 2 shots to kill infantry with splash actually working properly most of the time with 4.0's netcode.

-Change Sakura into Kane (whatever team had Nod was outsniping the other badly because of 4.0's netcode, which removes all the flickering lag + scope lag)

-Remove SBHs for obvious reasons.

dehhhhhhh

ok, removing the screenshake is fine, you can slightly lower the arty splash

leave sakura, the difference is not that large - you don't switch out the Nod soldier just cuz his head is slightly bigger

sbh aren't that useful most of the time, they just found a place to utilize them

iRANian wrote on Sun, 13 November 2011 05:02 And next time don't pick failcano and BunkersTS, nor walls fly/ground. Even City walls/fly and Under are more balanced.

Volcano balances out better than you'd think, and i didn't care which team i had in that game

BunkersTS is the same - they actually got into our base in the beginning and had med(ular) tanks rolling before we had anything

iRANian wrote on Sun, 13 November 2011 05:02 Walls fly has better balance but it's retarded when nod has SBHs. You can't even mine walls fly properly without 60-80 mines and most non-flying need 40-45 with the bugged mines. I'm not sure if st0rm was running their modded mines on the server.

they had the mines on fjordsTR jacked to like 70 or 80 but they were at 30 for the other maps (i believe)

iRANian wrote on Sun, 13 November 2011 05:02 Why were donations, SSGM crates and weapons drop on? Felt like I was playing on Jelly Marathon with the retarded mods.

because Wilo initially turned those things off (i believe, i was there while he was working it through) but it didn't go through

he apologized several times (i was actually annoyed on two occasions when chefs with flamethrowers ran past me and blew up two vehicles at a time in epic kamikaze explosions on different maps)

in the end it was alright because the games were still playable

it was an organized game for fun, it's not like the loser got hung by their thumbs or something lol

iRANian wrote on Sun, 13 November 2011 05:02 And why were we playing with pointsmod on lol that's a reflection of Westwood's intent with the point system

we were doing more damage to the more important targets (the structures, which cannot be replaced)

it's the same if GDI has Nod pinned in its base

they could not keep us off of their buildings, and as a result were losing in the point aspect

on volcano i made a point to kill the harv twice (i even got a sweet chem guy) so they couldn't get anything on time and we just slid right in uninvited before they could fight back

in st0rm's defense the settings they generally play with are far different, so they felt out of place on several occasions

sla.ro(master) wrote on Sun, 13 November 2011 12:57 @Aircraftkiller: i remade that map into this what happened to that awesome giant beanstalk tree?

i had fun, and i'd like to thank everyone that participated

i'm going to upload some clips from the Arach map, because that was insane lol

Edit - Arach Clip

<http://www.youtube.com/watch?v=ux4K545y58Q>

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