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Subject: Re: "Warning: You Are Leaving The Battle"  
Posted by [gibberish](#) on Wed, 26 May 2004 05:43:40 GMT  
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npsmith82It counts down 5 or 10 seconds with a warning, then gradually gives damage until you either die or return to the map.

How is that not a "ghey invisible wall" the only difference is one doesn't let you pass the other kills you (albeit with a countdown first). Ill take an invisible wall that stops me, over one that kills me any day.

If you don't want to have edges, your only choice is to wrap the map so that when someone goes off one side they come back on the other.

If anyone ever played Hexen (another FPS) at least one of the maps on there wrapped.

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