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Subject: poll: should we fix b2b on islands and walljump on mesa

Posted by [JPNOD](#) on Sat, 12 Jun 2004 20:31:49 GMT

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I remember back in the days when b2b was allowed and there were like 5 mrls behind bar (including me)

it was always a war for the 3 mrls who would get a chance to hit hon

was always funny when a sbhs slipped by and threw some c4.

Till someone came with no shooting from behind bar. Later when i came back after a year it was called b2b. Anyways Is it a bug,ore just people cant take the fact Gdi can whore there?

Field, is a bug..

mesa, not worth to b2b

Hillcamp on hourglass is just like it started with b2b people started complaining when gdi was being whored from hill.

Funny thing december 2003 i remember those days Gdi was always winning cuz there mrls was hitting ref, people didnt ore did know how to. but never really came in how to own hill with arties then.

As for hillcamp not Fun some servers are disallowing it Cuz a big game on hourglass without fighting on the hill isnt fun in my opinion, Hourglass is about the hill, else the game will turn in like cnc flying ramjets for 40 mins.

Sry for this offtopic.

Now ontopic. Make a server sided wall for no b2b!

As for walljump. If its a bug that vehicels can come there, then make it so they cant. If its not a bug then leave it like it is

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