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

Posted by [mahkra](#) on Thu, 01 Jul 2004 05:21:07 GMT

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Still, there IS a ramp there. And believe it or not, vehicles can drive uphill.

A more logical solution (though not as simple to implement) would be to replace the ramp with stairs that infantry can jump up. Then infantry can still pass freely and vehicles will very obviously be unable to pass.

Personally though, I see no need to do this. It's easy enough to defend against wall jumping. No need to disallow it...

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