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Subject: CP1 version of Mesa

Posted by [Spoony\\_old](#) on Thu, 20 Jan 2005 00:07:48 GMT

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Would it be at all possible to release an alternate version of Mesa without the vehicle blockers, so a player could still run CP1 and optionally walljump?

The reason I ask is because an interesting little situation has cropped up at CW. I'll quote myself

Quote:Regarding the rules on Mesa and CP1

I remember reading the recent admin rules for sniper games, saying glass shooting wasn't relevant since CP1 blocks it.

CP1 apparently blocks vehicle rampjumping on Mesa. My server isn't CP1 and I don't want to make it CP1 at the moment, because not everyone here has it and there'll just be less people to play against. So, as it stands, only clients who have CP1 have the disadvantage of not being able to walljump.

Everyone in my clan has CP1, not everyone on this forum though.

What's the problem you may ask? Well, if Nod walljumps with a stank or something, it isn't really that much of a problem, nothing that a PIC can't handle. What if GDI takes a med over the wall? If all my team have CP1, we can't take a tank over to kill it. The option is a raveshaw, and if that med tank has a hotwire, a raveshaw simply can't kill it. So the only way to kill one med is to send two players. This, to me, does not seem balanced in a small clanwar.

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Subject: CP1 version of Mesa

Posted by [Majiin Vegeta](#) on Thu, 20 Jan 2005 04:43:31 GMT

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simple

no wall jumping allowed fullstop

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Subject: CP1 version of Mesa

Posted by [Spoony\\_old](#) on Thu, 20 Jan 2005 13:09:30 GMT

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I agree, but that isn't really a solution. I can't just say not to walljump on my server, I'm not the Renegade Admin so it isn't my place to do that. And just before the rules were revised (like, 2 or 3 weeks ago) I held a vote on mesa walljumping (and ref hopping and stuff), and the majority wanted it allowed.

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Subject: CP1 version of Mesa

Posted by [mac](#) on Thu, 20 Jan 2005 13:24:12 GMT

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The server decides if walljumping is possible or not.

If you do not run the CP1 version on your server, the clients are not being affected, no matter what version they run

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Subject: CP1 version of Mesa  
Posted by [Spoony\\_old](#) on Thu, 20 Jan 2005 15:15:32 GMT  
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do you know, I can't believe I never bothered to test that.

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Subject: CP1 version of Mesa  
Posted by [liberator](#) on Sat, 22 Jan 2005 19:22:03 GMT  
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You know, it just an exploit. And exploits are technically cheats, which shouldn't be allowed, because they give the opposing team an advantage. It should take a concerted effort by the whole team to kill the refinery first on Mesa, not some lone n00b with a buggy.

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Subject: CP1 version of Mesa  
Posted by [zunnie](#) on Sat, 22 Jan 2005 23:38:53 GMT  
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It doesnt matter what you think of it. Matter is what the server owner feels about it, and based on that they have the choice to either run the CP1 fixed walljump Mesa or the original

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Subject: CP1 version of Mesa  
Posted by [IRON FART](#) on Mon, 24 Jan 2005 04:38:16 GMT  
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I don't consider it a cheat seeing as everyone can do it. If your team can't stop it then it's their fault IMO.

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Subject: CP1 version of Mesa  
Posted by [Blazer](#) on Mon, 24 Jan 2005 08:48:37 GMT  
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The authors of the map put vehicle blockers there specifically because they did not intend

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vehicles to go there. So exploiting a way to get there is just as much an exploit/cheat as it would be if flying vehicles could fly off the map, etc.

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Subject: CP1 version of Mesa  
Posted by [MrSpeed](#) on Mon, 24 Jan 2005 13:28:46 GMT  
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I just place it in our !rules and we dont have any problems on our server [BA] \_~Toaster Oven~\_w/RG (69.93.144.194:4848).

If we didnt have to have that BIG [WOLSpy] in front of our server name we would be listing it on WOL and maybe evn you all might join our server for a game. Lots of our players come back so you usally have a few god players on your team.

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Subject: CP1 version of Mesa  
Posted by [zunnie](#) on Mon, 24 Jan 2005 17:24:27 GMT  
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"If we didnt have to have that BIG [WOLSpy] "

If you host the server on WOL, and use BRenbot 1.41 to forward it to gamespy , you will not have this 'tag' in front of the sever.

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Subject: CP1 version of Mesa  
Posted by [MrSpeed](#) on Mon, 24 Jan 2005 20:59:49 GMT  
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zunnie"If we didnt have to have that BIG [WOLSpy] "

If you host the server on WOL, and use BRenbot 1.41 to forward it to gamespy , you will not have this 'tag' in front of the sever.

Thanks for the tip gonna work on that later.

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Subject: CP1 version of Mesa  
Posted by [IRON FART](#) on Mon, 24 Jan 2005 23:25:10 GMT  
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BlazerThe authors of the map put vehicle blockers there specifically because they did not intend vehicles to go there. So exploiting a way to get there is just as much an exploit/cheat as it would be if flying vehicles could fly off the map, etc.  
Thats true, but although many servers know about it, they chose to allow it as a valid tactic.

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This is what I think should happen.

-CP2 should include a version of Mesa that blocks wall jumping so that everyone will have both the original and the new version.

-Server owners should decide which version they want to run according to their rules.

This way, whatever the rules of the server, everyone will be forced to abide to the server's wall-jumping policy.

That should solve the problem

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Subject: CP1 version of Mesa

Posted by [MrSpeed](#) on Wed, 26 Jan 2005 19:57:25 GMT

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zunnie "If we didnt have to have that BIG [WOLSpy] "

If you host the server on WOL, and use BRenbot 1.41 to forward it to gamespy , you will not have this 'tag' in front of the sevrer.

Im looking for the option to have htis server load on GSA but cant find it . Ill look a bit more or if you read this please post me where to find it.

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