
Subject: SSCP1's unbalance to C&C_Field.mix
Posted by [pyroacidk](#) on Tue, 19 Apr 2005 08:18:11 GMT
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Hi guyz,
I would like people to vote for the removal of the unbalance in Field.

The unbalance is that on field since sscp1, you cannot nuke the Nod Tiberium Refinery. But yet Nod can still nuke the Gdi Tiberium Refinery & Infantry Barracks.

Also i would like to request that BHS fixes the wall jump on fields. If you dont know what this is, its a bug where if u run into the corner of the wall stopping you getting to the rear entrance of the Gdi Tiberium Refinery, and get a player to run behind you into you, you can jump the wall.

Wall fixes were done to Mesa which once again stopped a tatic used to many players.

Vote Yes: For BHS to remove the fixes, so that you can nuke the Nod Tiberium Refinery, or balance it, so that you cannot nuke both the Infantry Barracks & Gdi Tiberium Refinery.

PyRoAcIdK

Note: Aircraftkiller, Thanks for the spelling fixes.

Subject: SSCP1's unbalance to C&C_Field.mix
Posted by [Aircraftkiller](#) on Tue, 19 Apr 2005 08:32:23 GMT
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You know it's a Tiberium Refinery and an Infantry Barracks, not a tib or "inf barracks" right?

Subject: SSCP1's unbalance to C&C_Field.mix
Posted by [mac](#) on Tue, 19 Apr 2005 09:37:46 GMT
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There are no balance changes being done Renegade in any core patches.

Walljumping on Mesa is a bug fix, since it was never intended to work in the first place.

I am not aware that you cannot nuke the nod refinery..

Subject: SSCP1's unbalance to C&C_Field.mix
Posted by [pyroacidk](#) on Tue, 19 Apr 2005 09:43:19 GMT
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Without SSCP1, you wait at the rock and then run crouch and just run behind the next rock and

wait for the Oblisks charge to go down (10secs) then run into the little spot and beacon,
With SSCP1, the Oblisk hits you when you move from the first rock, so you have done something.

Subject: SSCP1's unbalance to C&C_Field.mix
Posted by [matty3k10](#) on Tue, 19 Apr 2005 10:26:41 GMT
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I have beaconsed the Refinery on nod many times... maybe you have bad timing.

Subject: SSCP1's unbalance to C&C_Field.mix
Posted by [mac](#) on Tue, 19 Apr 2005 10:32:55 GMT
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There are no changes to Field other than the b2b fix..

Subject: SSCP1's unbalance to C&C_Field.mix
Posted by [Spoony_old](#) on Tue, 19 Apr 2005 10:56:41 GMT
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Maybe the fact you can see and hear the obelisk charging confuses your timing when you try to nuke it.

Subject: SSCP1's unbalance to C&C_Field.mix
Posted by [WNxTilly](#) on Tue, 19 Apr 2005 16:12:13 GMT
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As Mac says, there are no changes to the map in Field other than stopping B2B. Wall jump on field is teamwork and possible in a sort of psuedo real world that is Renegade. I know not all of it is possible in the real world but this is something that I think should be left in. As GDI can infantry rush the front door of the ref with \$1000 characters and still be alive after getting hit by the obelisk.

Anyway enough ranting.

Tilly

Subject: SSCP1's unbalance to C&C_Field.mix
Posted by [Crimson](#) on Tue, 19 Apr 2005 20:13:23 GMT
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I actually allow 'buddy wall jumping' on my server because I feel that in real life, someone could give you a 'leg up' over the wall. Yes, I know Renegade isn't real life, and I don't allow this "tactic" to be used to get you up where the enemy must also "buddy jump" like into places on buildings that you aren't meant to go.

Subject: SSCP1's unbalance to C&C_Field.mix
Posted by [Aircraftkiller](#) on Tue, 19 Apr 2005 20:42:34 GMT
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Eh, it's still bug exploiting and should be patched out. The foot blockers are just slightly too small to keep people from jumping over them.

Subject: SSCP1's unbalance to C&C_Field.mix
Posted by [IRON FART](#) on Tue, 19 Apr 2005 23:18:07 GMT
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My opinion: If not everyone can do it, it shouldn't be allowed. Nod is covered by the Refinery, so they don't get hit. That buys them just enough time to do wall jump. GDI can't do the same, so I don't think it should be allowed.

Can anything be done about Ob walking? It's possible to get to any Nod building this way. It's probably easiest to get to the Obelisk this way, but it is possible to get to the other buildings too even though those might be a little more tricky. Again, both teams can't do this.

For the Ob walking, is it possible to get the Obelisk to aim for the torso or the middle of a vehicle as opposed to the head or front? I think this would eliminate it.

Subject: SSCP1's unbalance to C&C_Field.mix
Posted by [pyroacidk](#) on Wed, 20 Apr 2005 00:45:51 GMT
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so crimson you are saying that a person can help someone over a wall, but yet by "fixing" mesa, you are saying that people can't drive over ramps???

ABIT CONTRADICTIVE I THINK.....

and yes the wall jump for into GDI's base, is an unfair advantage. There are blocks there to stop it, but as said by someone else, they are too small.

PyRoAcIdK

p.s no i don't listen to the ob charge, i wait 10-13 secs, and i go by the renegade game clock, not by my watch...

Subject: SSCP1's unbalance to C&C_Field.mix
Posted by [Crimson](#) on Wed, 20 Apr 2005 05:15:33 GMT
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How is that contradictive? If you and I came upon a 6 foot high wall, I could give you a leg up over it. Neither of us, however, would have any luck driving our cars on two wheels over a wall.

Subject: SSCP1's unbalance to C&C_Field.mix
Posted by [IRON FART](#) on Wed, 20 Apr 2005 05:28:19 GMT
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You might be able to pull it off with a buggy on Mesa in real life.

Even if it is a bug and shouldn't be there, I would keep it there simply because it makes the game more interesting.

Subject: SSCP1's unbalance to C&C_Field.mix
Posted by [pyroacidk](#) on Wed, 20 Apr 2005 07:02:47 GMT
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Yes, you can boost someone over a wall, but on mesa, it is a ramp, its not a wall, if it was a wall, the buggy or humvee wouldnt go over it!
and believe me ive seen what some cars can jump, i go to alot of car events as my dad is a macanic, they have cars that could jump that wall with there hydrolics alone, but back to the thread....

fixing certain bugs and not fixings others isnt that abit unfair. removing the ramp jump on mesa, has removed nod's best tactic on that map. Gdi can still get the Air with a humvee.....

Quote:Mac: There are no changes to Field other than the b2b fix..

That statement isnt true, you also fixed bugs on the map, including speeding the map loading time up, and fixing the HON (Fall through floor on spawn).

Subject: SSCP1's unbalance to C&C_Field.mix
Posted by [mac](#) on Wed, 20 Apr 2005 07:31:08 GMT
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There is no Field Spawn fix included, and speedup was added to all Westwood maps, I do not count it as an individual bugfix.

Subject: SSCP1's unbalance to C&C_Field.mix

Posted by [Crimson](#) on Wed, 20 Apr 2005 08:02:13 GMT

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Yes, you can jump a wall with a car on a ramp, but the ramp has to be wide enough for your ENTIRE CAR... you can't jump a ramp on just the wheels on one side!

Subject: SSCP1's unbalance to C&C_Field.mix

Posted by [Spoony_old](#) on Wed, 20 Apr 2005 09:52:52 GMT

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pyroacidkfixing certain bugs and not fixings others isnt that abit unfair. removing the ramp jump on mesa, has removed nod's best tactic on that map.

Best tactic?

Can you send me your version of Mesa? It sounds so radically different to the file I have that I'd like to give it a try.

Subject: SSCP1's unbalance to C&C_Field.mix

Posted by [pyroacidk](#) on Wed, 20 Apr 2005 09:54:07 GMT

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mac, then how come no i falls through the floor anymore, and it was a fix added by sscp1.....

and crimson, how do you think they get the car on 2 wheels?

OHH Yeah they use a ramp on half of the car.....

Subject: SSCP1's unbalance to C&C_Field.mix

Posted by [Kanezor](#) on Wed, 20 Apr 2005 16:03:16 GMT

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Yeah... in the case of Mesa, it'd get the car onto its two left wheels... which would then crash right into the WALL. As for your statement of pyroacidkthey have cars that could jump that wall with there hydrolics alone-- those cars aren't military-type cars. Military-type cars wouldn't have that kind of hydrolics.

Subject: SSCP1's unbalance to C&C_Field.mix

Posted by [Crimson](#) on Wed, 20 Apr 2005 22:29:28 GMT

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In real life putting a ramp under just the wheels on one side would mean the car would crash into the wall. If there were no wall, the car would flip. Don't tell me you can't figure out basic physics?

Or are you just posting this intellectually-devoid argument in a futile attempt to preserve your favorite tactic?

Subject: SSCP1's unbalance to C&C_Field.mix
Posted by [pyroacidk](#) on Wed, 20 Apr 2005 22:40:23 GMT
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Actually that isnt my favourite tatic, my favourite tatic is beaconing the PowerPlant, and the Tib on walls (at the same time)

Anyways, im going to take screen shots and film beaconing the Nod Tiberium Factory, to prove my point

Subject: SSCP1's unbalance to C&C_Field.mix
Posted by [Spoony_old](#) on Thu, 21 Apr 2005 22:07:59 GMT
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To prove... what point? To prove it's your favourite tactic? I'm not really seeing how a fraps would prove that.

Maybe a home video of you sitting at your computer doing that tactic and the camera showing you clearly enjoying yourself?

Subject: SSCP1's unbalance to C&C_Field.mix
Posted by [Sniper_De7](#) on Thu, 21 Apr 2005 22:27:35 GMT
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Nod's wall jump to the GDI's Refinery is GDI's man rush to the Nod Refinery. You can still ion the refinery from the rock and/or next to the ref, and you can ion the Airstrip with 2 ions. You can harvy walk to get to 2 different buildings on both sides. For Nod you can nuke ref and barr. Sounds pretty even on this part. And besides... Taking out the ability to wall jump only weakens Nod on field... and I don't think Nod needs to be weakened anymore than it already is.

As for the buggy walljump on Mesa. I only have a few words for that - Learn to use a TANK...

and even if the spawn points for field had anything to do with it, what does that prove of anything? That they are running a conspiracy to which to trick people into believing that you can't ion the Nod Refinery anymore?

Subject: wall jumping
Posted by [pyroacidk](#) on Thu, 21 Apr 2005 22:39:28 GMT
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no but you can see that all the fixes are probably CRIMSON approved....

Subject: SSCP1's unbalance to C&C_Field.mix
Posted by [Crimson](#) on Thu, 21 Apr 2005 23:18:16 GMT
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No, the patches are and will always be designed with the input of server owners and anyone else from the community who comes here and chooses to participate. The patch is FOR Renegade gamers, BY Renegade gamers. The server owner can choose to allow buggy jumping in Mesa by simply NOT using our patched map. The server owner ultimately decides whether he feels that tactic should be allowed or not.

You can cop an attitude like that AFTER you have all the facts.

Subject: SSCP1's unbalance to C&C_Field.mix
Posted by [pyroacidk](#) on Fri, 22 Apr 2005 05:35:56 GMT
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yeah i know you can, the installer doesnt allow you to disable certain maps, which means you have to backup them, the reason i dont want to do this with field, is because of the HON Spawn floor bug.

Subject: SSCP1's unbalance to C&C_Field.mix
Posted by [Crimson](#) on Sat, 23 Apr 2005 01:40:27 GMT
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Yeah, like the original maps are SO hard to come by if you decide to restore it.
