Subject: Poll: Should we fix bugs in westwood maps
Posted by Aircraftkiller on Tue, 31 Aug 2004 05:50:15 GMT
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How does "most servers" equate to "no one," that contradicts what you just said. If you look at the past, and remember certain events, you would notice that there was no official condemnation of the beacon weapons. They are both area of effect. Devinoch said, quite often, that it was built into Field. It takes teamwork to plant, and teamwork to defend. Furthermore, you need like three of them to really do anything remarkable.

Canyon is full of bugs, but the Airstrip-under-passageway-beacon is not an exploit of any kind. The weapon can reach it, it can damage it... That's why it is an orbiting satellite ion cannon, and a nuclear weapon. Even if the damage radius on both is ridiculously small, it's still designed into the game level.

I advise BHS on what should be fixed and we are basically going to fix everything that is a bug in the game, or at least that's the impression given. If it wasn't a bug, but most people say not to do it, it won't get fixed. Just enforce it on your server like you always have.