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Subject: Re: Fix outside PTs?

Posted by [xpontius](#) on Thu, 28 Aug 2008 09:00:07 GMT

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I can't be bothered to read through all of this, but I doubt my position is hardly unique.

I've been playing this game since it came out. I see no reason why it shouldn't be fixed at all. Sure its a nice time saver, but thats all. I have seen games with almost no players where someone disarms in time and fully loaded games of 32+ where a base full of retards (some already being engies/techs) couldn't disarm a nuke at the back of the bar when they should have been able to. Anywhere in any spot in the default map's bases should be disarmable without PT glitch if your team is competent. Anyone who relies solely on this method to defend their base is doing it wrong and needs a FAIL pic to be slapped on their ass.

I also think GDI being able to buy a hotwire for a bar back nuke at the spot is fairly inconsistent, even though common and I use it a few times when my team is slow. It is exactly like having a PT at the end of the airstrip for Nod when GDI takes that route and would further prove skill at the game to beat without that.

Also when sniping, it afford snipers and engineers,...well everyone some advantages that otherwise wouldn't be there, and this is more prevalent on GDI than Nod. Take Islands for example, it takes longer to refill as a Nodling than it does a GDI to simply walk up to the WF whos PT is already as close as it can get without a PT glitch.

Just backing up my reasons with examples is all. If the naysayers can't come up with at least some decent reasons why a glitch that was unintended should be kept, I wouldn't be surprised. (doesn't look like it IMO)

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