

Basing: What's Not Allowed

Here on Cloud Gaming, we've got some common basing techniques that other servers allow which aren't allowed here. Below is a list of the most common things **which aren't allowed**. This is a quick reference - the full **Properties** section of the server rules always takes priority.

Base Layout & Entrances

- Crouch / jump bases and entrances
- Underground bases and maze designs
- Ramp, stair, and ladder entrances
- Traps, airlocks, puzzles, or anything designed to mislead raiders
- More than 3 turns to reach the base, or any turn sharper than 90°
- Tunnel / hallway bases (hallways longer than 2x fence03a.mdl)
- Shooting windows or defensive structures past the final entrance fading door
- Entrances that don't fit two people side by side and front-to-back
- Hacker-proof entrances

Fading Doors & Keypads

- More than 3 fading doors per base (max 2 for PD / Terrorist HQ / Bank)
- Opening fading doors with keybinds
- Any entrance fading door delay other than 0
- Fading doors smaller than storefront_template001aBars.mdl
- Keypads past the entrance, hidden keypads, or keypads not at eye level
- Shooting windows smaller than cube05x1x05.mdl (landscape)

Visibility & Defending

- Headglitch defending
- One-way shooting / one-way props
- Very bright or very dark bases, or props that block vision / hurt the eyes
- Confusing colours
- Defending from afar or building a sniper's nest opposite your base
- Using explosives to defend a base
- Defending without being added to the door or having a visible gang sign
- Defending with banned weapons (HL2 Crossbow, Double Barrel, Minigun, Deathmachine, Blundergat, Olympia, BO2 Remington 870)

Props, Signs & Entities

- No-collided props outside the building phase
- KOS signs placed off the property
- Text screens under size 50
- "Roleplay only" building signs on bases with money-making entities or weapons
- Blocking server entities such as NPCs or dumpsters
- Large buildings in or around spawn / the fountain

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