## Subject: Poll: Should we fix bugs in westwood maps
Posted by suntar on Fri, 15 Oct 2004 23:32:32 GMT

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Slash0xsuntarI agree 100% with gam3rj, at this rate, you guys are going to mess up  the game I came to love.  Its not even up to you guys to make patches for this game, and when you guys do it, you dont even do a good job, im sorry but its true.  Not to mention that the whole renegade community has gone up into flames.

And the whole being able to drive a vehicle into a building, it can only be done with one vehicle, and it has no advantage to it, what so ever, its a fun bug that shouldnt be touched.  The B2B on maps were you can see the building your fireing on should not be fixes, the ones were you can not see the building should.

Tunnel beacons fix?  wtf is that, your telling me, IN REAL LIFE, if you put a beacon to call for a missle to hit, on a wall next to a builing, it wont hurt if not destroy that building?  My god, you guys have lost your minds with the power to change things.  Not to mention rengaurd doesnt even work 100% and when i try to give tips on how to fix it, i get flamed, like I am almost positive i will get flammed for this post.

OMG! IT'S called uB3r rules to make the game FAIR! I doubt the game was meant for vehicles to boundary hop, or why would they have put the blockers there with the road blockers. Hhhmmmm????

I never mentioned anything about that, i talked about a humvie being able to drive into a building.

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