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Subject: Re: in regard to the points fix

Posted by [saberhawk](#) on Mon, 04 Aug 2008 00:31:47 GMT

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StealthEye wrote on Sun, 03 August 2008 17:39

We're not after the gameplay effects, we are against intentionally creating a bug and adding cluttered code. Perhaps you think these reasons are minor, but coders apparently think differently judging from the unanimous vote for not having the bug optional in TT.

Occam's razor ftw. Not only is the simplest solution usually the cleanest, it's also the fastest (in CPU cycles).

Gladiator wrote on Sun, 03 August 2008 19:02Ah, yes... your argument against having it optional is that you'd rather half-ass something?

Our argument is that we'd rather \*not\* half-ass something with hacks cluttering the otherwise sleek and efficient code to enable bug conditions which would have been fixed by Westwood anyways if they had the chance.

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