Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Chuck Norris on Sun, 10 Aug 2008 23:15:03 GMT
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There's obviously going to be disagreements, but if we can prevent disagreements from becoming large arguments, all the better for our chances. Nothing immature about disagreeing, but not handling those disagreements (and instead arguing) is what causes the problems. So we all know we'll not all agree on everything, so we need to come to an agreement above that. We need alot of support. If the community is split, EA won't budge. We all think Renegade is among the best, and it's an unfinished game, so this could be the first step towards finishing it ourselves (okay, that may be overstating it for now). Remember the goal of this. It's to better the great game of Renegade, and one of the prime focuses is bugs. I say we agree to this. If something is identified as a bug, glitch, or exploit, and it's either common sense or can be proven it is such, I think we should all agree to add it to the fix (if possible) list no matter what (unless it's a seriously insignificant bug) and not argue about what we want, because that guarantees fighting. A bug is a bug and should be corrected. Something that wasn't intended to be should not be, and that's what the patch is about. The points fix is an exception, but I still say make it mandatory and leave the exclusion of the fix for a separate "points unfix.dll" so that it at least has an alternative since it is such a big focus for everyone, but it is technically a bug so it should be fixed within the patch itself. We need to work together and agree to fix what needs fixed, otherwise, EVERYTHING is going to turn into an argument. A few features are fine, but save the features and possible balance changes for a separate patch.

P.S. I'm not trying to sound like I'm trying to make any decisions here, but merely offer up a proposition. If we can agree to the bold, we'll probably have less arguments.