
Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by [TD](#) on Tue, 12 Aug 2008 06:04:39 GMT

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Are you guys trying to improve the gameplay for the majority of the Renegaders by fixing annoying glitches that affect the gameplay in a negative way, so not the glitches that have been used for 6 years now and are considered quite normal after that long time and a part of the gameplay and tactics, or are you guys like 'Hey, this was Westwood's intention, see Mathematical Equation X and LevelEdit Preset Y+Z, so let's fix it, no matter what the n00bs (people that don't code, but rather just play the game) say'?
