
Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by [EvilWhiteDragon](#) on Tue, 12 Aug 2008 06:17:28 GMT
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billy wrote on Tue, 12 August 2008 06:47TT was made to fix bugs in the game that were negative to gameplay. This bug isnt negative at all. its a huge part of gameplay. jusyt dont change it.

Who said we don't find PT's on the outside (WHILE NOT VISIBLE) a negative addition to gameplay? You added an opinion in there, making it an assumption.
Also, we didn't say we would only focus on things that have a negative impact on gameplay. For ppl that like to have a shotty and pointwhore the harvester we already created a "negative gameplay change".

More to the issue, if we're really going to look into it, then we'll probably also look in to the option of creating the PT's at the outside. That would have the same effect as it has now, but would not look like a bug like it is now.

Also, for those that say that it isn't fair for the defending team in a 2vs2 to be nuked and not being able to do something about it because the PT is to far away, remember that you're effectively playing 1 person. As the other will have to walk for about 2 minutes, and then place a nuke. Meaning that if he's going to defend it, he'll be out of his base for nearly 3 minutes. If you can't finish off at least one building in that time, you deserve to lose anyway.

Oh, to look at "fairness":

SBH + nuke = 1400 (and max 1 building kill)

Mrls + med = 1250 (unlimited building kills)

Meaning that it is already not a good investment to start with. For that reason, you shouldn't nuke in the first place. Not to mention what can happen in the time you're out of base. And what if you get killed while underway to the ennemies base? Bye 1400 credits.