
Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by [Chuck Norris](#) on Wed, 13 Aug 2008 01:52:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

Goztow wrote on Tue, 12 August 2008 02:46: Is it just me or haven't I actually heard anyone from TT claim that they will stop PT being used from the outside? I don't even know who brought it up but I don't think it's one of the TT-coders.

The solution of putting PT's on the outside would be a nice compromise as everyone except for new players already use it this way! So why not make it obvious for all .

Also: this patch should be suitable for both CW's and public gaming, keep that in mind! It should stay as balanced on 1v1 - 50v50 as renegade is now! How did it come up? It started in another topic when SSnipe asked a list of questions, one of which asked if the outside access of PTs would be fixed, and a member of Tiberium Technologies responded with "That's used by so many people, I don't think fixing it would be good." I later chimed in with my input. Another member in this topic brought up how stupid fixing it would be (this was Nune about 1/3 of the way through the second page), and then I responded, and it went from there.

I don't know what Tiberium Technologies is doing in regard to this. One said what I quoted above, and another said "If something can be identified as a bug in renegade, I for one intend to do everything I can to get it fixed, even if it's not necessarily all that big." I'm not a coder, but it's apparent PTs weren't meant to be accessed from the outside we'd see them outside. For this reason, I disagree with actually adding PTs to the outside as well, because it wasn't intended. That would be changing gameplay from what was intended.

I say again. Bugs are bugs. They aren't intended, and if found to be as such, should be fixed to instate what was intended to be. People whining about how it changes their gameplay because they like/have gotten used to these exploits is a poor excuse to leave a bug. If Westwood wasn't disbanded, we'd probably have Renegade now without the points bug, without outside PT access, and with a plethora of other changes, perhaps even the completed game that was planned. Either way, they'd of fixed it, and fixing these things is the goal of Tiberium Technologies, so why shouldn't they?
