
Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by [Crimson](#) on Mon, 01 Sep 2008 13:30:02 GMT
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kannies wrote on Sun, 31 August 2008 10:29IMO

Whats needs fixing:
PT Bug (when re-joining the game after a dis-con or kick)

Already fixed on my server. I'm pretty sure it's to be included in the TT patch as well.

kannies wrote on Sun, 31 August 2008 10:29
Losing all money when committing suicide

Absolutely not. That's NOT a bug. The developers found out rather quickly that once a beacon was deployed or a building was being attacked badly, they would suicide to get back home. There HAS to be a rather substantial penalty so you can't use suicide as a "get out of jail free" card. Having a public !killme command is just retarded for the same reason. Use of a !kill command should be moderated against abuse.

kannies wrote on Sun, 31 August 2008 10:29
Ramjets shooting tanks and getting stupid points. This is serious, because shooting tanks all game with jet gets people on MVP 80% of the time.

100% agree. I hope you realize that the fix that prevents this is one of the most hotly-contested bugs we've fixed.

kannies wrote on Sun, 31 August 2008 10:29
The whole create a new user thing after XWIS took over from WW. Its not obvious what needs to be done to create an account for the fresh newbie. Because assuming the newbie has a brain, he would click 'create new account' etc, not just type a username and password. Beleive it or not but this may have prevented 1000's of people from ever trying the game out.

Agreed. I hope that we can do something about this.

kannies wrote on Sun, 31 August 2008 10:29
Serious lack of maps and fan map servers. This should be encouraged, I beleive it will pull more gamers back, not everyone is content with playing Complex, field, under etc forever. Automatic map downloads should be given a higher priority than it is

I am under the impression that an auto map downloader is on the list for the first patch. I don't know how much more of a priority we can give it.

kannies wrote on Sun, 31 August 2008 10:29
Shooting tanks with Apc's and getting points, I dont think this is a priority. I do it sometimes to make money if i'm strapped for cash. Of course, its unfair to do it purely to get more points. With the points fix, the points gained are proportionate to the damage you're doing to the tank. I hope you don't mean that you shouldn't get ANY points when you are in fact damaging the tank.

kannies wrote on Sun, 31 August 2008 10:29

Accessing PT from outside building. Yes its a bug, but its also annoying to have to run ALL the way into the building when you are on the other side. I see it as a convenience rather than a bug that urgently needs to be fixed.

In my understanding, this item will be tested for its affects on gameplay and the results of that will determine its implementation.

kannies wrote on Sun, 31 August 2008 10:29

General comments

I'm still anxious about patch because its a lot of changes at once. Might be an idea to release CP3.1 fixing important stuff and then all the other bits can be rolled out in CP3.2.

That's why we'll be beta testing the patch.

kannies wrote on Sun, 31 August 2008 16:37

Are you actually programmers/modders? Or are you just gamers trying to be Crimson's lap dogs?

What the fuck?!?!?!
