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Subject: Re: Quit fixing stuff that no one wants you to fix

Posted by [kannies](#) on Mon, 01 Sep 2008 18:00:00 GMT

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gkl21 wrote on Mon, 01 September 2008 12:34 Putting suicide without taking away money and/or items will lead to people going down to/within 10% health, not giving another person (team) the point / credit for a kill and it will be abused, guaranteed. Suicide is ok the way it is (Bye money, Bye items associated with you). Get someone to !kill you, or c4 yourself if you are stuck.

I understand. I'll be honest and say half of those things never crossed my mind as I saw it as being used if you're stuck in the terrain or to avoid glitch such as the PT bug.

Suicide back to base to stop beacons, absolutly would be abused. So make em pay with their creds

Thx Spooky & Crimson for the response. I have no more questions so go do your what you need to make Renegade better.

Yes there is a lot of debate and arguments on the patch and a lot of people disagree with aspects of it but the same thing happened a few weeks back when the patch for Kanes Wrath was released as it completely altered the multiplayer game opening. Infact the KW patch and the changes it occured were 10 times as vast as what CP3 is proposing. But people still got used to it and i'm sure whoever is left playing renegade will get used to this patch.

The main difference is TT is being completely open with the community about whats going to happen, EA on the other hand tend to shroud a lot things until the release date. They are gradually getting better and I think the successfull release of this patch will send a strong message to EA.

I think we're lucky to have few individuals willing to put the time and effort into this.

ps:

Spooky wrote on Mon, 01 September 2008 11:48 Just ask yourself how many people have been driven away by cheaters.

The one and perhaps only thing that would drive me away also

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