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Subject: Re: Fixing... Points?

Posted by [Goztow](#) on Thu, 11 Sep 2008 17:11:04 GMT

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XCorrupt69 wrote on Thu, 11 September 2008 18:15sadukar09 wrote on Tue, 09 September 2008 18:35Not to mention Spooky already PMed a former Westwood employee, who also thinks it's a bug.

Nice lie, that was only that "LordMot" guy, who like crimson was chosen at random to just try the game. The fact he had no idea, nor even noticed it AND WAS AN OFFICIAL WESTWOOD beta tester for this game PROOVES:

a)westwood didn't notice it, therefore was not fixed because it was not significant.

b)when finally released it and the many hours of beta testing (crimson I guess can attest to this?), the gameplay was deemed fair.

"lordmot"Anyone remember me? I worked on Renegade and SS at Westwood...

I was the online lead for Renegade, and prior to that Sole Survivor.  
Right...

And AFAIK bluehell also happens without jonwil's scripts...

Why not replace an obvious bug by something else on servers that want to keep the kind of games you describe "intresting / motivating". If a refinery dies, then keep the 2 creds per second and just have the harvester drop fall away. Or make it 1 credit per second. Isn't it a bit ridiculous that a server owner would need to rely on an obvious bug to do something he could do so much better himself?

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