
Subject: Re: Fix outside PTs?

Posted by [Chuck Norris](#) on Sat, 09 May 2009 08:48:59 GMT

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liquidv2 wrote on Sat, 09 May 2009 00:50 have you ever heard the phrase Why fix what isn't broken? if it's not a problem as of now then let it go and let them continue their work and focus on matters of importance

sometimes i wonder how many renforums people actually play renegade
It IS broken in the fact that it, oh, I don't know, destroys balance of some other things maybe? Try again. It is broken. It is a bug. It is an exploit. Period.

Admittedly, I don't play the game regularly anymore, but it's irrelevant. I know how this affects this game, and if you read through this thread, I've given arguments and reasons why, rather than just saying "don't fix what isn't broken" without saying why (at least in that post, if you have previously posted before with an argument about this, link me to it), so you're looking pretty foolish trying to be witty by acting higher up because you play the game. It's irrelevant. The discussion going on here is. Half of the reason I don't play much is time. The other is because it's seriously degraded, and crap like this is one example of why.

Sometimes I wonder if people here are afraid of change, so rather than adapt to how it should be, they try and force what they want it to be. I don't have to "let anything go". It's people who want the exploit to remain that are afraid to let go of it.
