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Subject: Re: beta test TT patch

Posted by [Chronojam](#) on Wed, 09 Dec 2009 01:54:47 GMT

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Goztow wrote on Mon, 07 December 2009 14:11 With all due respect, I doubt that any of the APB or Reborn testers would notice a balance issue even if it was sky high.

I think we've done a fine job, although I can't speak for the Reborn testers since most are MIA.

Beyond "balance" issues like the empty unit point fix that I insisted be made a toggle-able option, we've been pushing to see (for example) various LevelEdit flaws finally get confronted which extends the life of the game by enabling what modders there are. Or being able to adjust how long an abandoned vehicle stays "teamed" so you cannot hide behind an empty "neutral" unit.

I'm sure lots of servers would be interested in trying out gameplay without Power Plant loss doubling and/or delaying builds, a core APB feature anybody will be able to experiment with. And spamming refill during combat? Yeah, being able to allocate a lockout timer is a great thing. Some people might think it's a "home field advantage" but I think it's cheap.

We were also huge proponents of disallowing vehicle-infantry combo reloads; you know, the fact you can use a tank coupled with a PIC/railgun to easily multiply your DPS. Of course, once again, it's optional. If you think that's skill to tap E twice while clicking in the middle, leave it on.

Reaching a balance is not something we're new to. That's why we have <http://apb.mp-gaming.com/?act=balance> after all, because it is a great concern to us.

Suffice to say though, there's a lot more at stake than shiney water.

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