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Subject: Re: January 1 - 2010

Posted by [HaTe](#) on Fri, 13 Aug 2010 17:45:03 GMT

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The maps on Renegade and APB/Reborn are not the same. Fixing bugs on maps that don't exist in the game the script is -mainly- for seems illogical. I realize that most of the bugs have nothing to do with the maps, but fixing some of the current glitches such as "sniper scope lag" could have some surprising effects, and therefore provide more glitches on certain maps in Renegade. Without testing it Renegade there is no way to determine if the bugs will be actually helpful in the game. Personally I don't care if the bugs are fixed in APB and Reborn, I care if they're fixed for Renegade. What exactly is the purpose of testing in mods around the original game, but not the game itself exactly?

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