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Subject: Unit Balance

Posted by [mahkra](#) on Mon, 26 Apr 2004 03:59:10 GMT

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CrimsonWe are FIXING bugs that Westwood intended to fix. You know what else is cheating? That the host of a server gets to see these things already!

The host has their pistol already loaded.

The host gets to hear when the harvester is damaged.

The host doesn't see snipers flicker when they strafe while scoped.

etc...

If Westwood did not intend to release these features, then why are they available to the host? Furthermore, in our research, we are finding mere typos or syntax errors that were making these things not work. This obviously shows that Westwood intended to have these features available.

However, it appears you are in the minority, as less than 1% of all RenGuard users have opted not to accept these bug fixes. Thanks to all of you for your support.

Crimson,

First, I'd just like to clarify that I did not intend that to be a personal attack, so please don't take offense.

Second, I didn't know the host got to see those things already - I've never hosted a game on my own computer; I've always just played on my dedicated server.

(My point is still valid, though. Maybe the host already gets an unfair advantage, but then again, some people already use bighead. Does that mean that we should just give 50% of the players bighead to make things more even?)

Third, you said that most people with RenGuard have auto-update turned on. But do you have any statistics about what % of people who play Ren actually have RenGuard? (Maybe 99% of RenGuard users want auto-update. But that might actually only be 50% of all people who play Renegade.)

Personally, I think it would be great to fix bugs like making the pistol come loaded & making the radio work the way it was intended. And if someone could release an OFFICIAL patch that would fix the bugs, I'd be supportive. (but NO balance changes - the game doesn't need any)

The problem, though, is that BHS is not Westwood, nor is it EA. Any patch released by BHS would be unofficial, and there's no way to get an unofficial patch to everyone who plays Renegade. (It *might* be possible to get the patch to everyone in "the community," but there happen to be LOTS of players who never visit n00bstories and know nothing of "the community." And we shouldn't forget about them.)

If you could make the changes in a mod, though, then people with the patch could play together,

and people with the unpatched version could still play in a fair environment. (An alternative might be to force the patched version to connect through BHS instead of WOL, which would also prevent patched & unpatched players from being in the same games.)

I'm not opposed to fixing obvious bugs. What I AM opposed to, though, is changing the game when there's no way to get the change to EVERYONE.

-mahkra

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