
Subject: Serious bugs > Subjective balance issues
Posted by [Javaxcx](#) on Fri, 14 May 2004 23:48:22 GMT
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Why not concentrate on obvious issues such as the issues with several structures that have PTs which can be accessed outside the building.

You all know what I'm talking about.

Subject: Serious bugs > Subjective balance issues
Posted by [SuperFlyingEngi](#) on Sat, 15 May 2004 00:31:18 GMT
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What does it matter? I say fix more obvious things like swapping out helicopter guns and making choppers actually worth something instead of being able to buy stuff outside certain buildings that only some people know about. Now, if you could put C4 on a building from the outside, that would be a different thing....

Subject: Serious bugs > Subjective balance issues
Posted by [Javaxcx](#) on Sat, 15 May 2004 00:43:24 GMT
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Well, look at it this way:

If you're on GDI, in Field, and someone attempts to nuke your barracks from behind, and you're just a mere engineer, and say this person is an LCG troop. That engineer has potentially unlimited life and C4. It just takes a quick "E --> 5" button combination to get totally healed.

I don't know about you, but unlimited C4 concerns me a bit more than someone whining about why they suck as a pilot.

Subject: Serious bugs > Subjective balance issues
Posted by [mrpirate](#) on Sat, 15 May 2004 01:31:59 GMT
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You mean PTs, not MCTs, I think.

I know you shouldn't be able to use PTs from outside the structures, but "fixing" it would change the way the game is played, so I am against this idea.

Subject: Serious bugs > Subjective balance issues
Posted by [NeoX](#) on Sat, 15 May 2004 01:50:42 GMT

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Just fucking leave it its not a big problem I hardly see anyone using it to give them some sort of great advantage and worry about REAL bugs.

Subject: Serious bugs > Subjective balance issues
Posted by [SuperFlyingEngi](#) on Sat, 15 May 2004 01:51:56 GMT
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Java, it's a fairly well founded fact that aircraft have limited use in Renegade with snipers destroying them if they have line of sight. It's not being a sucky pilot. And your scenario is about 1 in 50, while choppers get shot down by snipers rathr unfairly on basically every flying map. While I say the PT thing should be changed, it shouldn't get unique preference over major balance issues.

Subject: Serious bugs > Subjective balance issues
Posted by [Javaxcx](#) on Sat, 15 May 2004 02:02:19 GMT
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I'm not going to argue with you about snipers and aircraft. There is another topic for that all the issues have been raised.

There are actual serious bugs, (and yes, this IS a bug which should be fixed) and this thread was INTENDED to address them.

Mrpirate: Yes, thanks, PTs.

Subject: Serious bugs > Subjective balance issues
Posted by [Aircraftkiller](#) on Sat, 15 May 2004 02:03:29 GMT
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Who cares? Aircraft are more important than some PT exploits. Sniper damage versus aircraft is too powerful, it needs to be removed completely and alternate AA weapons be added.

Subject: Serious bugs > Subjective balance issues
Posted by [Javaxcx](#) on Sat, 15 May 2004 02:04:26 GMT
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JavaxcxI'm not going to argue with you about snipers and aircraft. There is another topic for that all the issues have been raised.

Subject: Serious bugs > Subjective balance issues
Posted by [SuperFlyingEngi](#) on Sat, 15 May 2004 02:10:16 GMT
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Then what's this topic for? Debating whether or not BlackHand Studios should take preference to bugs like the PT bug over othe things, which include balance issues, which include helicopters dieing to snipers. If you want PT bug fixings to come before gameplay balances, then shouldn't you provide adequate reasons for why it is more important than other things, like helicopters?

Subject: Serious bugs > Subjective balance issues
Posted by [Javaxcx](#) on Sat, 15 May 2004 02:19:15 GMT
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Check Blazer's "list" topic at the top of this thread. Do you see PT exploits? I sure don't. I personally find it very agrivating when I'm trying to snipe someone on GDI in Mesa only to have them run back a few steps and get a full refill. This is but one bug I have off the top of my memory that needs to be addressed and that is not on Blazer's list.

Whereas your argument is that balance issues with snipers and aircraft need to be addressed first. Since your aircraft argument applies to only two official levels, and these exploits often appear in many various forms in almost every level, don't you think that fixing these ACTUAL flaws in the game should be addressed over the subjective idea that snipers are overpowered?
[/i]

Subject: Serious bugs > Subjective balance issues
Posted by [SuperFlyingEngi](#) on Sat, 15 May 2004 02:22:01 GMT
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Uh....ACK's on my side, I win.

Subject: Serious bugs > Subjective balance issues
Posted by [Aircraftkiller](#) on Sat, 15 May 2004 02:26:21 GMT
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Your idea that the PT accessibility on the outside of some structures is subjective, too. Don't pull that shit out, anything is subjective if you only present half-truths.

Subject: Serious bugs > Subjective balance issues
Posted by [Javaxcx](#) on Sat, 15 May 2004 02:28:25 GMT
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Yes, it is subjective. But I ask you how many people would say "HMMMMZZZZ I LIEK DIS EXPLIOT LEVE IT ALONE"?

Subject: Serious bugs > Subjective balance issues
Posted by [SuperFlyingEngi](#) on Sat, 15 May 2004 02:31:50 GMT
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Make a polling thread.

And I have another question for you:

Do you like feeling omnipotent with a sniper rifle, Java?

Subject: Serious bugs > Subjective balance issues
Posted by [Javafx](#) on Sat, 15 May 2004 02:39:10 GMT
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I use the 500 credit snipers. And as such, I don't waste my ammo on aircraft. So I have no need for omnipotence with one.

Subject: Serious bugs > Subjective balance issues
Posted by [Vitaminous](#) on Sat, 15 May 2004 02:45:34 GMT
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Personally I just find it annoying when I'm trying to support the land units with a flying unit like on City_Flying and some n00bjet-Havoc/Sakura or any common sniper unit force me to go land in my base to repair.

Destroying vehicles with snipers is stupid, some people might see a balance issue if n00bjets get fixed, but the addition of anti-air base defences to the game should spice things up, not to mention rocket launchers getting heat-seeking rockets (might be wrong on this one, haven't really heard about it).

Yes, the purchase terminal exploit is also part of a problem, I support the fixing of both things, I don't see why we're arguing over two things that NEED to be fixed in a future patch.

Go you!

Subject: Serious bugs > Subjective balance issues
Posted by [Creed3020](#) on Sat, 15 May 2004 02:51:15 GMT
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The pt bug can drastically change game-play, but I still don't think it as much of a burden as other things can be. It would really change some parts of gameplay if those were blocked off.

Subject: Serious bugs > Subjective balance issues
Posted by [Deathgod](#) on Sat, 15 May 2004 02:53:23 GMT
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Java doesn't pointwhore on aircraft; as a whole, our clan frowns upon crap like that.

Subject: Serious bugs > Subjective balance issues
Posted by [spoonyrat](#) on Sat, 15 May 2004 03:36:34 GMT
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Shooting an aircraft doesn't constitute "pointwhoring"... shooting a tank, yes

Subject: Serious bugs > Subjective balance issues
Posted by [Aircraftkiller](#) on Sat, 15 May 2004 03:50:53 GMT
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Point whoring is a term that idiots like to use when they can't figure out that shooting things is the entire reason you're playing, unless we're supposed to have a tea party and not fire at buildings to end it.

Shooting at aircraft all game will give you MVP more often than not, the aircraft give off insane amounts of points, almost comparable to shooting a Stealth Tank with a n00b cannon.

Subject: Serious bugs > Subjective balance issues
Posted by [Vitaminous](#) on Sat, 15 May 2004 04:13:56 GMT
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Unless it's to reveal (which can also be done with a pistol) the cloaked stealth unit that is trying to squish you like peanut butter for the simple reason of ALARMING the teammates moving around you but not close enough to see it.

Rarely happens, though.

Subject: Serious bugs > Subjective balance issues
Posted by [mrpirate](#) on Sat, 15 May 2004 06:19:39 GMT
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I believe one receives 30 points for hitting an Orca or Apache with a n00b cannon, and 22 points for hitting a Stealth Tank with a n00b cannon.

Subject: Serious bugs > Subjective balance issues
Posted by [Rex](#) on Sat, 15 May 2004 17:20:19 GMT
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This is a bug and it should be fixed. (Even though I use it a lot in Canyon and CityFlying)

Subject: Serious bugs > Subjective balance issues
Posted by [tanhm07](#) on Wed, 19 May 2004 09:07:24 GMT
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JAVA!! DON'T YOU GET IT??? THIS PEOPLE WILL NOT SAY YES UNLESS IT BENEFITS THEM!!

'changing the pt bug would drastically affect gameplay'

:rolleyes: :rolleyes: :rolleyes:

CHANGING THE DAMAGE DONE BY HAVOCS AND SAKURAS AND MAKING GUNNER MISSILES HOME WOULD ALSO DRASTICALLY AFFECT GAMEPLAY. THE INSANE DAMAGE DONE TO AIRCRAFT MUST BE CHANGED CAUSE I FLY!! AND ITS MORE IMPORTANT THAN THE PT BUG BECAUSE I USE OUTSIDE PTS AND I DON'T WANT THEM TO BE GONE!!!!!!!!!!!!11111111

you plant a nuke behind bar, here comes along a havoc. It kills you with 10 seconds left. with no hotwire or engi in sight You're thinking ha no way its gonna get disarmed. But the havoc accesses the back barracks pt. Changes to hotwire. disarms beacons.

Owned. This, is by far as important as the so called n00b damage as it is PREETY OBVIOUS WESTWOOD DID NOT WANT PEOPLE TO BE ABLE TO ACCESS PTS FROM OUTSIDE as opposed to all the assumptions that havoc and saks are not AA/AV units.

Subject: Serious bugs > Subjective balance issues
Posted by [Aircraftkiller](#) on Wed, 19 May 2004 15:23:06 GMT
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They aren't.

Subject: Serious bugs > Subjective balance issues
Posted by [Javaxcx](#) on Wed, 19 May 2004 19:24:06 GMT

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Aircraftkiller, I seriously hope you fix these ACTUAL flaws in the gameplay. Tanhm makes perfectly legit points. I've noticed you only bias toward issues that will affect you directly, and seem to dismiss all others. Actual bugs like these need to be addressed before you start making changes in balance which don't need to be implimented. If you don't do this, you're not fixing anything at all. You're manipulating the gameplay into your own bastardized version.

Subject: Serious bugs > Subjective balance issues
Posted by [KIRBY098](#) on Wed, 19 May 2004 19:30:16 GMT

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tanhm07you plant a nuke behind bar, here comes along a havoc. It kills you with 10 seconds left. with no hotwire or engi in sight You're thinking ha no way its gonna get disarmed. But the havoc accesses the back barracks pt. Changes to hotwire. disarms beacons.

Oh how I really wish you hadn't posted that for the n00bs.

Anyways, serious bug = Ob walk.

Subject: Serious bugs > Subjective balance issues
Posted by [Blazer](#) on Wed, 19 May 2004 20:39:52 GMT

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LOL actually that never happens. *I* always trade in my \$1K characters for a hotwire if the need arises (and sometimes do the opposite, like switch from hotwire to mobius to stop a flame rush). But usually what I see others do is just stand their with their precious Havoc/Sakura and watch the beacon count down. I always ask them why they didn't sacrifice to save the base, and they always reply "I didn't want to lose my Havoc". DUMBASSES! Now the bar is gone, and when they DO lose the Havoc (and they will), they cannot buy another one. If they had just traded in for a hotwire and disarmed the damn beacon, they would be able to buy another precious n00bjet within a couple mins max. I love it when I plant a beacon as SBH and I see a bunch of Havoc come up and stare at it, even shooting at the beacon because they are hoping someone else will see it and make the sacrifice. I usually hit F2 and say "Haha too bad havocs wont disarm your beacon", and it always goes off

</rant>

Subject: Serious bugs > Subjective balance issues
Posted by [tanhm07](#) on Wed, 19 May 2004 20:47:42 GMT

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n00bs won't change. I won't change(if its behind the bar and i'm a havoc. If its somewhere near an

inside pt.. of cos i'll change.). I believe this is an unfair advantage. As such, i only use outside pts when here are no enemies around, and when it will not affect gameplay. I'm not going to resort to such low down methods such as using the back pt to my advantage..

Subject: Serious bugs > Subjective balance issues
Posted by [KIRBY098](#) on Thu, 20 May 2004 12:06:10 GMT
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Another bug:

The ability to jump off the inside of the mesa on walls flying, and not take any damage. n00bjetters do this all the time when getting Owned by aircraft, and I have honestly used it myself more than once.

Subject: Serious bugs > Subjective balance issues
Posted by [Aircraftkiller](#) on Thu, 20 May 2004 15:22:27 GMT
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I doubt that can be fixed, it has a lot to do with the slide angle of the soldiers. If that gets changed, a lot of things get screwed up.

Subject: Serious bugs > Subjective balance issues
Posted by [KIRBY098](#) on Thu, 20 May 2004 15:45:04 GMT
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Fair enough, just figured I would mention it. It doesn't affect balance at all, and it's why I didn't list it as serious.

Subject: Serious bugs > Subjective balance issues
Posted by [Javafx](#) on Thu, 20 May 2004 21:37:37 GMT
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I'm sure it's been mentioned on one level or another:

Technicians and Hotwires start with one proximity mine short when they spawn. They have to refill to obtain the additional proximity mine.

Subject: Serious bugs > Subjective balance issues
Posted by [Aircraftkiller](#) on Thu, 20 May 2004 21:44:41 GMT
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Proximity C4.

Subject: Serious bugs > Subjective balance issues
Posted by [Javafx](#) on Thu, 20 May 2004 22:51:50 GMT
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They are used as mines, and I'll refer to them as such.

Subject: Serious bugs > Subjective balance issues
Posted by [Aircraftkiller](#) on Thu, 20 May 2004 23:51:26 GMT
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They're still called Proximity C4, and you're still wrong.

Subject: Serious bugs > Subjective balance issues
Posted by [Javafx](#) on Thu, 20 May 2004 23:53:24 GMT
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AircraftkillerThey're still called Proximity C4, and you're still wrong.

And they're still called Ramjet rifles, not n00bjet rifles. Furthermore, I'm completely correct about the proximity mines.

Subject: Serious bugs > Subjective balance issues
Posted by [Aircraftkiller](#) on Fri, 21 May 2004 00:19:32 GMT
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I said n00b cannons, not n00bjet rifles. Me using the wrong term for the Ramjet Rifle doesn't make your argument correct.

You're actually not correct. Calling the sky green doesn't make it green because you think it is, it's a blue sky, and Proximity C4 are not proximity mines. They're made of C4 explosives in a similar fashion to a Claymore charge.

Subject: Serious bugs > Subjective balance issues
Posted by [Javafx](#) on Fri, 21 May 2004 00:41:47 GMT
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AircraftkillerI said n00b cannons, not n00bjet rifles. Me using the wrong term for the Ramjet Rifle doesn't make your argument correct.

My sincerest apologies, but they're still sniper rifles and/or Ramjet rifles, and not n00b cannons.

Quote:You're actually not correct. Calling the sky green doesn't make it green because you think it is, it's a blue sky, and Proximity C4 are not proximity mines. They're made of C4 explosives in a similar fashion to a Claymore charge.

No, they're proximity mines, champ. You enter a certain range, and they detonate on a proximity sensor.

Just for the record, a mine is:

"An explosive device used to destroy enemy personnel, shipping, fortifications, or equipment, often placed in a concealed position and designed to be detonated by contact, proximity, or a time fuse."

And there is a bug with them. Now stop riding the Technicality Express.

Subject: Serious bugs > Subjective balance issues
Posted by [Aircraftkiller](#) on Fri, 21 May 2004 02:07:49 GMT
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I know that, but the difference between you and I is that I don't think of them as that. It's a nickname for them, not a literal definition you're giving it.

They are Proximity C4 according to Renegade's manual, in-game, and in the Strings.tdb database. Not "proximity mines."

Subject: Serious bugs > Subjective balance issues
Posted by [Javacx](#) on Fri, 21 May 2004 02:09:46 GMT
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Actually, the Renegade Manual calls them: The "feather" C4 Proximity Mine.

Subject: Serious bugs > Subjective balance issues
Posted by [Aircraftkiller](#) on Fri, 21 May 2004 02:29:05 GMT
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Game still calls it Proximity C4, and so does the Strings.tdb file.

Subject: Serious bugs > Subjective balance issues
Posted by [Javacx](#) on Fri, 21 May 2004 02:30:16 GMT
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Well, the manual says otherwise. Now lets stop arguing for the sake of it, and put some effort into fixing these issues.

Subject: Serious bugs > Subjective balance issues
Posted by [DanSolo](#) on Fri, 21 May 2004 08:40:16 GMT
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JavaxcxWell, the manual says otherwise. Now lets stop arguing for the sake of it, and put some effort into fixing these issues.

nods head in agreement

Subject: Serious bugs > Subjective balance issues
Posted by [Aircraftkiller](#) on Fri, 21 May 2004 15:20:56 GMT
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You aren't fixing them, the RG team is. We already laid out the bugs we're fixing in the game a long time ago. We are more than one person, which means I can argue on the forum for balance changes because I've already tossed in my input on what needs to be fixed in the game in the realm of bugs. The programmers take care of that stuff, not I.

Subject: Serious bugs > Subjective balance issues
Posted by [KIRBY098](#) on Fri, 21 May 2004 15:27:09 GMT
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AircraftkillerYou aren't fixing them, the RG team is. We already laid out the bugs we're fixing in the game a long time ago. We are more than one person, which means I can argue on the forum for balance changes because I've already tossed in my input on what needs to be fixed in the game in the realm of bugs. The programmers take care of that stuff, not I.

I can't wait to see how arguing the definition of proximity C-4 MINES fits that mission statement.

Subject: Serious bugs > Subjective balance issues
Posted by [Aircraftkiller](#) on Fri, 21 May 2004 15:28:36 GMT
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There's nothing else to argue about right now.
