Subject: Quit fixing stuff that no one wants you to fix
Posted by Jamie or NuneGa on Sun, 10 Aug 2008 21:44:50 GMT
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I appreciate a lot of the shit you are doing, but some stuff is pissing me off.

You aren't listening to people!

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by cmatt42 on Sun, 10 Aug 2008 21:52:25 GMT
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Quit complaining.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by saberhawk on Sun, 10 Aug 2008 22:23:17 GMT
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Nune wrote on Sun, 10 August 2008 16:44I appreciate a lot of the shit you are doing, but some stuff is pissing me off.

You aren't listening to people!

Fine, we won't fix Renegade's crappy performance because everybody that uses the lag to cheat won't like it.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by DL60 on Sun, 10 Aug 2008 22:39:15 GMT
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Quote:You aren't listening to people!
Yea and that's good that TT is doing that in 90% of cases. It's like every public-development: the developers have to sort out the few good ideas between all the sh**.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Starbuzzz on Sun, 10 Aug 2008 22:40:44 GMT
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Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by _SSnipe_ on Sun, 10 Aug 2008 22:49:07 GMT
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no errors exploits and glitches need to be fixed ill admit add ons and suggestions is one thing but the major bug or little bugs that change game play needs fixing

---

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Chuck Norris on Sun, 10 Aug 2008 23:15:03 GMT
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There's obviously going to be disagreements, but if we can prevent disagreements from becoming large arguments, all the better for our chances. Nothing immature about disagreeing, but not handling those disagreements (and instead arguing) is what causes the problems. So we all know we'll not all agree on everything, so we need to come to an agreement above that. We need alot of support. If the community is split, EA won't budge. We all think Renegade is among the best, and it's an unfinished game, so this could be the first step towards finishing it ourselves (okay, that may be overstating it for now). Remember the goal of this. It's to better the great game of Renegade, and one of the prime focuses is bugs. I say we agree to this. If something is identified as a bug, glitch, or exploit, and it's either common sense or can be proven it is such, I think we should all agree to add it to the fix (if possible) list no matter what (unless it's a seriously insignificant bug) and not argue about what we want, because that guarantees fighting. A bug is a bug and should be corrected. Something that wasn't intended to be should not be, and that's what the patch is about. The points fix is an exception, but I still say make it mandatory and leave the exclusion of the fix for a separate "points unfix.dll" so that it at least has an alternative since it is such a big focus for everyone, but it is technically a bug so it should be fixed within the patch itself. We need to work together and agree to fix what needs fixed, otherwise, EVERYTHING is going to turn into an argument. A few features are fine, but save the features and possible balance changes for a separate patch.

P.S. I'm not trying to sound like I'm trying to make any decisions here, but merely offer up a proposition. If we can agree to the bold, we'll probably have less arguments.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by EvilWhiteDragon on Sun, 10 Aug 2008 23:29:44 GMT
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Nune wrote on Sun, 10 August 2008 23:44I appreciate a lot of the shit you are doing, but some stuff is pissing me off.

You aren't listening to people!
Perhaps there is one or two major features/bugs that need to be fixed before we can release it anyway, and unfortunately, only one or 2 coders can effectively work at a feature/bug at any given time.
Thus we have about 5 to 10 ppl doing nothing, if it wasn't for the less important stuff.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Jamie or NuneGa on Mon, 11 Aug 2008 00:13:09 GMT
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From what I see there is a lot of open opposition towards some fixes yet you guys imo aren't listening you are just doing as you please.

Why can't you make all fixes server side optional... the xwis wide ladder isn't really that important to most people.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by jonwil on Mon, 11 Aug 2008 00:16:55 GMT
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If something can be identified as a bug in renegade, I for one intend to do everything I can to get it fixed, even if its not necessarily all that big.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by _SSnipe_ on Mon, 11 Aug 2008 00:23:29 GMT
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jonwil wrote on Sun, 10 August 2008 17:16If something can be identified as a bug in renegade, I for one intend to do everything I can to get it fixed, even if its not necessarily all that big.

thank you

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by cmatt42 on Mon, 11 Aug 2008 04:08:13 GMT
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Nune wrote on Sun, 10 August 2008 19:13From what I see there is a lot of open opposition towards some fixes yet you guys imo aren't listening you are just doing as you please.

So if Westwood were somehow magically reassembled to make a Renegade patch with all the same fixes and 'forced' it on you (that's called a 'patch' by the way because it's BROKEN and needs to be FIXED), you'd also be completely against it. Am I right? Or are you against all forms of fixes? If that's the case, go play 1.0.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by blly on Mon, 11 Aug 2008 04:16:26 GMT
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cmatt42 wrote on Sun, 10 August 2008 23:08Nune wrote on Sun, 10 August 2008 19:13From what I see there is a lot of open opposition towards some fixes yet you guys imo aren't listening you are just doing as you please.

So if Westwood were somehow magically reassembled to make a Renegade patch with all the same fixes and 'forced' it on you (that's called a 'patch' by the way because it's BROKEN and needs to be FIXED), you'd also be completely against it. Am I right? Or are you against all forms of fixes? If that's the case, go play 1.0.
wow you sounded so dumb in that post. honestly. it was the dumbest thing anyone could have said lol.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by liquidv2 on Mon, 11 Aug 2008 04:17:46 GMT
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jonwil wrote on Sun, 10 August 2008 19:16If something can be identified as a bug in renegade, I for one intend to do everything I can to get it fixed, even if its not necessarily all that big.

that's fine, but does that mean i am forced to play with your changes? it's like you've made the decision for me with me having no say in it, and that doesn't seem fair at all

---

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by cmatt42 on Mon, 11 Aug 2008 04:20:52 GMT
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It's not fair that you won't be able to use and take advantage of exploits and bugs? No one else will be able to either. How's that for fair?

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by liquidv2 on Mon, 11 Aug 2008 04:32:48 GMT
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i can agree with that about some things but not others, for obvious reasons

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Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by TruYuri on Mon, 11 Aug 2008 04:41:20 GMT
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liquidv2 wrote on Sun, 10 August 2008 23:17
that's fine, but does that mean i am forced to play with your changes? it's like you've made the decision for me with me having no say in it, and that doesn't seem fair at all

---

I don't see a difference between this and a patch for any other game, other than this is a patch made by fans, but if it gets pushed by EA, the same rules as an official patch made by them will apply.

liquidv2 wrote on Sun, 10 August 2008 23:32i can agree with that about some things but not others, for obvious reasons

Obvious reasons? What reasons? If it's a bug that was not intended and in the end brings a negative value to the game, I see no reason why it should not be fixed.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by liquidv2 on Mon, 11 Aug 2008 04:46:00 GMT
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TruYuri wrote on Sun, 10 August 2008 23:41Obvious reasons? What reasons? If it's a bug that was not intended and in the end brings a negative value to the game, I see no reason why it should not be fixed.
if we're talking about bluescreening then yes, unless you're a fan of it
if we're talking about the original ren points system then no, there are quite a lot of people who like and accept it and don't believe it brings a negative value to the game

this isn't like an official patch because like you said it's being done by fans who had no part in making it in the first place

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Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by TruYuri on Mon, 11 Aug 2008 04:49:05 GMT
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liquidv2 wrote on Sun, 10 August 2008 23:46
if we're talking about the original ren points system then no, there are quite a lot of people who like and accept it and don't believe it brings a negative value to the game

Try telling that to the new players who, once again, get bitched at for making a good investment on a strong vehicle.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Chuck Norris on Mon, 11 Aug 2008 06:34:56 GMT
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Points fix isn't what this topic is for. It's about the disagreements that exist, and I offered up a solution. If we sit there and argue about what bugs we want or don't want, we'll have people arguing at every turn. Bugs are not meant to be, so if something is a bug, it's not meant to be and should be fixed. We should fix all bugs regardless of if we're used to them or like them, as that is not how Renegade was ever intended to be by Westwood. Tiberium Technologies are all highly

skilled coders, some of the best in the community, and they're doing their best to identify and correct bugs. It's not that they're not listening to you, but some of us are being a little stubborn.

The specific bug everyone is whining about makes sense to be fixed from BOTH a coding and gameplay point of view. If Westwood was still around, they'd probably have fixed it too (we sort of have an unofficial word from an ex-Westwood employee saying it is most likely a bug).

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Goztow on Mon, 11 Aug 2008 06:40:48 GMT
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People still don't seem to realise that the point fix problem is solved: alternative solutions will be tested in beta and if they aren't accepted, a pointunfix.dll will be created so servers can choose to disable it.

For all the rest: I see a small minority of people that's afraid of change through fixes that seem perfectly logical through how the code works/how most people think. I've actually seen three people really disagree on the right click tank fix so far, and none of them gave any rational arguments.

I also have no indication that there's a large amount of things that people disagree on. The pointfix disagreement has found a solution, it seems to me.

Last but not least: this game has always been modded a lot. Look at all the different kind of servers. Moreover, an auto download feature will be included to enable client side changes.

If some servers cannot agree on the way some stuff has been fixed, then they can and will mod their server to do it a different way. TT enables this option thanks to the auto download.

Oh and Nunega, what you mean is: "you aren't listening to me", I think...

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by rhuarc on Mon, 11 Aug 2008 07:00:43 GMT
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blly wrote on Sun, 10 August 2008 23:16cmatt42 wrote on Sun, 10 August 2008 23:08Nune wrote on Sun, 10 August 2008 19:13From what I see there is a lot of open opposition towards some fixes yet you guys imo aren't listening you are just doing as you please.

So if Westwood were somehow magically reassembled to make a Renegade patch with all the same fixes and 'forced' it on you (that's called a 'patch' by the way because it's BROKEN and needs to be FIXED), you'd also be completely against it. Am I right? Or are you against all forms of fixes? If that's the case, go play 1.0.
wow you sounded so dumb in that post. honestly. it was the dumbest thing anyone could have said lol.

---

actually no blly, if ww had made it years ago no one would be bitching tbh, did anyone about the 1.037 patch??
or any patch for any game.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by a000clown on Mon, 11 Aug 2008 08:58:10 GMT
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blly wrote on Mon, 11 August 2008 00:16cmatt42 wrote on Sun, 10 August 2008 23:08Nune wrote on Sun, 10 August 2008 19:13From what I see there is a lot of open opposition towards some fixes yet you guys imo aren't listening you are just doing as you please.

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wow you sounded so dumb in that post. honestly. it was the dumbest thing anyone could have said lol.
Actually, I completely agree with cmatt42.
If the patch was being developed by people hired by EA or Westwood the bugs would inevitably be fixed whether the community agrees or not, the same way the members of TT are fixing bugs.

You should all just be thankful we have these dedicated people who are putting so much effort into trying to make this a better game and quit your bitching.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Reaver11 on Mon, 11 Aug 2008 09:09:15 GMT
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If something is clearly a bug I would say go a head and fix it.

The pct buying from behind is clearly a bug, although it might alter the way Renegade is played now and that is where people are affraid of. I myself watch what is happening.

That is also why I asked if TT could make a display, in a locked topic or on a site. Just a little changelog table.

I got a reaction of stealtheye there, that a fullchangelog is very difficult to make. Which is perfectly understandeble. But I did like to see somekind of changelog appart from scrolling through this forums to look for them.

Even if it is just a minor changelog.
issue----------Changed to
pcts-----------You can no longer buy from behind

pointfix-------(Fill in)
etc------------etc

It doesnt have to have a list of the code where you fix a little byte that was bugging the game. I dont expect it to be 100% correct, I just want to see what you are fixing in general-line.
So people get an idea what you guys are fixing appart from the big issues (pointfix,bluehell)

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Goztow on Mon, 11 Aug 2008 09:17:06 GMT
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Well, he also said they will make one at beta release. So people will still be able to discuss it + see it in action at the same time (through beta).

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Reaver11 on Mon, 11 Aug 2008 09:22:46 GMT
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True I know he said that but yet I did like to see more and if it is really not possible so be it.

I think a early changelog to let people see what TT is doing might be countering the fair, of the unkown changes.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by saberhawk on Mon, 11 Aug 2008 09:53:01 GMT
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Reaver11 wrote on Mon, 11 August 2008 04:09If something is clearly a bug I would say go a head and fix it.

The pct buying from behind is clearly a bug, although it might alter the way Renegade is played now and that is where people are affraid of. I myself watch what is happening.

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So people get an idea what you guys are fixing appart from the big issues (pointfix,bluehell)

Even a "rough changelog" is rather difficult to keep maintained. We used to have one in our internal wiki and it quickly outlived it's usefulness.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by ErroR on Mon, 11 Aug 2008 10:09:04 GMT
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Saberhawk wrote on Mon, 11 August 2008 01:23Nune wrote on Sun, 10 August 2008 16:44I appreciate a lot of the shit you are doing, but some stuff is pissing me off.

You aren't listening to people!

Fine, we won't fix Renegade's crappy performance because everybody that uses the lag to cheat won't like it.

look what u've done nune -_-

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Reaver11 on Mon, 11 Aug 2008 10:38:15 GMT
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Ok if it isnt worth the time/near impossible then indeed better not do it.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by a000clown on Mon, 11 Aug 2008 12:20:12 GMT
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Saberhawk wrote on Mon, 11 August 2008 05:53Even a "rough changelog" is rather difficult to keep maintained. We used to have one in our internal wiki and it quickly outlived it's usefulness.
What about installing a bug tracker somewhere on the site?

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by StealthEye on Mon, 11 Aug 2008 12:36:38 GMT
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A bug tracker would add even more overhead to our work than a wiki would.

Note that we have subversion as version control, when the beta is released we will look through the subversion logs and list everything that was logged in there. The subversion logs do keep complete track over what changes but we can not make them public.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by EvilWhiteDragon on Mon, 11 Aug 2008 12:55:06 GMT
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liquidv2 wrote on Mon, 11 August 2008 06:17jonwil wrote on Sun, 10 August 2008 19:16If something can be identified as a bug in renegade, I for one intend to do everything I can to get it fixed, even if its not necessarily all that big.

that's fine, but does that mean i am forced to play with your changes? it's like you've made the decision for me with me having no say in it, and that doesn't seem fair at all
If EA agrees with out reasoning, then YES you will have to play with OUR patches, and NO you can't do a thing about them when EA approves. Then it would be just like any other patch released by Westwood/EA.

You should look at TT as a project group created by fans, but supported by EA. Because of this support, this project group is getting close to the original dev team status. Of course, we don't have access to the source, but many things are fixable thanks to our highly skilled coders. Those highly skilled coders are not easy to find, and you should actually be thankful that these coders are willing to invest their time in a "useless" project as Renegade, while at the same time they could make loads of money by working for a company.

Please release that these coders are doing their very best to "read" the RenegadeBible, the Renegade source. While this is encrypted (compiled machine code) it is readable, but it is also a tremendous task to undertake. They want to use the stuff they've read and deciphered to get a better understanding of how Renegade was supposed to work. And in doing this, they will at the same time try to keep everything as much as is as possible, while fixing stuff that seems flawed, particularly when you look at the ReneBible.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Jamie or NuneGa on Mon, 11 Aug 2008 13:47:09 GMT
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The flamer is a expensive and powerful tank, without the right click to kill infantry it would get raped by a pic everytime... what is being missed is that this bug helps balance the game.

Same for outside pt, in a 2v2 if a sbh nukes behind barracks on field good luck disarming that. If

the sbh is half decent he will kill the hotty or make it fall back to refill everytime. Removing outside pts would make some tactics over the top successful.

furthermore, on field ur ref is ioned and covered by a mobius, the closest pt is the obelisk, quite a walk... dead ref.

There are many situations where the outside pt balances the game.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Goztow on Mon, 11 Aug 2008 14:34:51 GMT
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The flamer bug does not help balance the game IMO. It just makes the flamer a "kill everything once it's in range" tank. It overpowers it on small rush maps like complex where it's already hard to keep all entrance clear during small games. I don't reall think of pics but more of hotties trying to enter a building to repair it.

Moreover, a lot of people don't know about this bug, still the game has like a 50,000000000000000000001 % win for GDI, so it's balanced IMO.

The right click flamer bug is +/- to infantry what the flaming APC is to vehicles: instant kill with very little chance of stopping it unless you can keep them out of range. But with infantry that's a pretty darn hard thing to do.

I agree with you on PTs though.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Chuck Norris on Mon, 11 Aug 2008 14:42:12 GMT
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The PIC is a $1000 character with a long(er) range and is meant for anti-armor versus an $800 tank meant for close range building attack. Can a Flame Tank beat a PIC? Yes, but the PIC will and should have the advantage. The game on the whole is balanced, but this doesn't mean some units won't be weak or strong versus others. What you're suggesting is covering up a weakness with an advantage through an exploit, and that doesn't add balance, rather it does the opposite.

As for the SBH, I already went into that in another topic. If that SBH is nuking you, he already made $1400, which means you should have made AT LEAST as much (more if you weren't sitting around doing nothing), plus whatever was made during the minute or two he took walking to your base. Why weren't you attacking their base then then? If one of them is a SBH, it's 2v1 then. If those two people can't get at least 1 building in the time the SBH nukes one of their's (Mammoth's missles and an ion and cover [or two and cover if you pull it off] are two off the top of my head), they're hopeless anyway and don't deserve a bug to help them. For the last time, SBH ARE NOT OVERPOWERED. I'm tired of people whining that it needs a counter because SBH nukes happen alot. Nod is stealth, so of course that happens alot. That bug destroys balance. It does not

balance anything. It's a bug and wasn't intended and needs fixed.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Jamie or NuneGa on Mon, 11 Aug 2008 16:36:15 GMT
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Thats utter bullshit, 2v2 cw, ur agt goes down so now you need someone to camp, there best camping vehicle on field vs infantry is the apc, nod will use the loss of base defences to their advantage and thus probably use a sbh nuke, especially if they have already killed weapons factory. If you both move out with no agt a tech will kill a building, if you camp and they are having trouble killing a further building they may ensue the sbh tactic. On field the gdi ref is very easy to kill and thus if this has happened you won't want to waste money on a mobius when you can camp with a much cheaper apc + hotty, also you can use the hotty for mining so you have a better chance of survival.

Without using the outside pt behind barracks a half decent sbh will kill your hotty and with no refill you will only have 2 remotes, if he gets close to you you cannot remote him as now he has hit you down to 150 hp whilst you are running down the narrow area behind barracks where you cannot dodge well, if you do remote you may kill him whilst killing yourself and then it comes down to luck as to whether you get that perfect front of barracks spawn.

+ what about maps like canyon where the gdi harvester is much slower than the nod harvester.

If outside pts are taken eventually someone will make a rule :

'No sbh nukes in certain spots...' - which is just dumb, but only way to balance games in certain situations.

p.s you roll out with a mammouth on field with me having an arty @ my base entrance, lets see how far you get.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by cmatt42 on Mon, 11 Aug 2008 17:47:31 GMT
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If they destroyed your AGT, they deserve the ability to plant a Nuclear Strike Beacon with a Stealth Black Hand. It's completely fair. Why can't you see that?

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Jamie or NuneGa on Mon, 11 Aug 2008 18:17:58 GMT
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cmatt42 wrote on Mon, 11 August 2008 18:47If they destroyed your AGT, they deserve the ability to plant a Nuclear Strike Beacon with a Stealth Black Hand. It's completely fair. Why can't you see

---

that?

harv walk from agt tunnel is very easy to do, it is a last attempt to gain the win when you are getting out tanked, it can occur in about a minute if you know when the harv passes the tunnel.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by blly on Mon, 11 Aug 2008 18:43:36 GMT
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lol nunega i agree with you but these guys are completely retarded. they obviously have never played a competitive match.

if you really try to get rid of the outside pt use, then you will get MAJOR shit from most of the clanwars community plus most of the normal ren community.

no one has a problem with it. why bother fixing it.

it also would change gameplay way more than points mod.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by _SSnipe_ on Mon, 11 Aug 2008 18:51:33 GMT
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blly wrote on Mon, 11 August 2008 11:43lol nunega i agree with you but these guys are completely retarded. they obviously have never played a competitive match.

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no one has a problem with it. why bother fixing it.

it also would change gameplay way more than points mod.
to bad for them..........they learned to use exploits and glitches to win then to bad for them not our faults its like if everyone hacked.....and they got used to playing with hacks and then one day we removed hacks will everyone bitch cuase they dont got there loophole to win?

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by CarrierII on Mon, 11 Aug 2008 19:26:18 GMT
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Quite right. I'm personally torn over the PT issue. I use them from outside all the time, simply because it's faster.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Jamie or NuneGa on Mon, 11 Aug 2008 20:17:44 GMT
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Removing outside pts will change ren gameplay more than any other proposal you have made, tbh I don't care that much about point fix... so you have about 50 credits less big deal!

But removing outside pts will change ren gameplay so much.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by cmatt42 on Mon, 11 Aug 2008 20:48:10 GMT
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Except they're not outside, they're inside.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by _SSnipe_ on Mon, 11 Aug 2008 21:00:01 GMT
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cmatt42 wrote on Mon, 11 August 2008 13:48Except they're not outside, they're inside.
ya its an erro fix it people will say it will change gameplay but o well playing with glitches arnt right an dplus it will change to everyone equally so that new game play will still be GAMEPLAY and it will be alright

---

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by blly on Mon, 11 Aug 2008 21:16:00 GMT
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no but dude, nukes will be SOOO OVERPOWERED NOW lay a nuke back of bar gg every time. lay a nuke top of bar on canyon gg every time.

just dont change it

make a poll or some shit to see that no one wants this

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by cmatt42 on Mon, 11 Aug 2008 21:52:50 GMT
View Forum Message <> Reply to Message

blly wrote on Mon, 11 August 2008 16:16no but dude, nukes will be SOOO OVERPOWERED NOW lay a nuke back of bar gg every time. lay a nuke top of bar on canyon gg every time.

just dont change it

make a poll or some shit to see that no one wants this
Makes the pointsfix seem all that more logical now, don't you think? Now you'll have more to think about when choosing between getting a beacon or an advanced character class (or vehicle, etc.).

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Jamie or NuneGa on Mon, 11 Aug 2008 22:53:04 GMT
View Forum Message <> Reply to Message

Would you stfu... you obviously know nothing about ren tactics and gameplay yet you keep posting in reply to us talking about gameplay being screwed up.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by cmatt42 on Mon, 11 Aug 2008 23:00:38 GMT
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Nune wrote on Mon, 11 August 2008 17:53Would you stfu... you obviously know nothing about ren tactics and gameplay yet you keep posting in reply to us talking about gameplay being screwed up.
If you have any real reasons why the bugs should remain intact (since none of you have provided any thus far), please offer them. Until then, stop crying that I'm hacking down each of your half-baked 'arguments'.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Jamie or NuneGa on Tue, 12 Aug 2008 00:11:05 GMT
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Have you read anything I have written or ae you just gonna skim then come out with straw man arguments.

Simply put removing outside pts will largly damage renegade gameplay.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by nikki6ixx on Tue, 12 Aug 2008 00:43:52 GMT
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Everyone uses the outside PT glitch, including me.

But a glitch is a glitch. If the TT crowd let this one slide, other people may start clamoring for other glitches to be overlooked; and if that happens, why bother making a patch at all?

I'm pretty sure people will get used to it, but it'll certainly suck for a while.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by _SSnipe_ on Tue, 12 Aug 2008 00:49:29 GMT
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nikki6ixx wrote on Mon, 11 August 2008 17:43Everyone uses the outside PT glitch, including me.

But a glitch is a glitch. If the TT crowd let this one slide, other people may start clamoring for other glitches to be overlooked; and if that happens, why bother marking a patch at all?

I'm pretty sure people will get used to it, but it'll certainly suck for a while.
people say it will change the game play...WHO EVER SID GAMEPLAY ALL HAS TO BE THE SAME it is how people play if they play without it guess what its still gameplay everything u do is changing the gameplay rushing repairing etc etc since people can choose for there self its all the CLANS that dont want it cause they got eveyr glitch programmed din there head and do the same shit ever clan match well to bad for them its jsut like hugging or wall hoping...all glitches..

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by =HT=T-Bird on Tue, 12 Aug 2008 01:32:26 GMT
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Hugging by itself isn't a glitch; alas, there is some sort of bug that makes you not show up to others sometimes when you do that.

Also, *hint hint*, PTs are zone-based. So, why couldn't they be accessed from outside the building?

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by saberhawk on Tue, 12 Aug 2008 01:51:28 GMT
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=HT=T-Bird wrote on Mon, 11 August 2008 20:32Hugging by itself isn't a glitch; alas, there is some sort of bug that makes you not show up to others sometimes when you do that.

Also, *hint hint*, PTs are zone-based. So, why couldn't they be accessed from outside the building?

No, they aren't.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by gkl21 on Tue, 12 Aug 2008 02:08:59 GMT

If your team can't use teamwork to stop a beacon without using any glitches, you deserve to lose that building / ion or nuke go off.

A bug is a bug; it should be fixed.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by blly on Tue, 12 Aug 2008 03:00:41 GMT

gkl21 wrote on Mon, 11 August 2008 21:08If your team can't use teamwork to stop a beacon without using any glitches, you deserve to lose that building / ion or nuke go off.

A bug is a bug; it should be fixed.
omg you are so retarded,

say you are a sbh on some retarded like complex, its like bar vs hon in a 2v2, lay a nuke behind bar, GET LUCKY AS SHIT and kill the hottie, its gg.

its just fucking retarded. you guys are appointed to improve gameplay by fixing bugs, not fix every bug ever.

you're probably gonna say u shudnt be able to reload inside a tank too.

god damn you guys better not get rid of this.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by gkl21 on Tue, 12 Aug 2008 03:13:28 GMT

So aim for the head with the sbh, problem solved.

Hotty aim for sbh head, problem solved.

Works either way.

If the sbh kills the hotty fairly for going out, then the bar deserves to die. If you are the sbh that laid the nuke, you would say "gg" and probably say "haha". But if you are the hotty, you would say" wtf is this bs".

It affects everyone equally, so its still a fair advantage... btw, if it's 2vs2, where is your partner not helping?

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by trooprm02 on Tue, 12 Aug 2008 03:41:02 GMT
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So, wait whats the current status on the pt issue? Has TT said they will fix it or it still in a debate? This is a big deal, anyone whose says "fixing" that is a good thing has obviously never played renegade or knows anything about the fine line of balance in the game, in anycase I hope TT hasn't already gone and fixed this "under the radar"...

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by blly on Tue, 12 Aug 2008 03:48:10 GMT
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you have no idea how easy it is to kill a hottie.

thats just retarded say someone gets a lucky ass shot and kils the hottie, should you lose the game for 1 lucky fight?

just dont change the pt access and you got my vote for president.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by BlueThen on Tue, 12 Aug 2008 03:52:42 GMT
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trooprm02 wrote on Mon, 11 August 2008 22:41anyone whose says "fixing" that is a good thing has obviously never played renegade
I've played renegade... oh and

fixed or fixt, fix·ing–verb (used with object)
to repair; mend.

So lets look at repair.

1. to restore to a good or sound condition after decay or damage; mend: to repair a motor.
2. to restore or renew by any process of making good, strengthening, etc.: to repair one's health by resting.
3. to remedy; make good; make up for: to repair damage; to repair a deficiency.
4. to make amends for; compensate: to repair a wrong done.

Hooray for dictionary.com!

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by trooprm02 on Tue, 12 Aug 2008 04:03:47 GMT
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man your so cool

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by TruYuri on Tue, 12 Aug 2008 04:05:12 GMT
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blly wrote on Mon, 11 August 2008 22:00
omg you are so retarded,

Says the one with horrible grammar and sentence structure.

blly wrote on Mon, 11 August 2008 22:00
its just fucking retarded. you guys are appointed to improve gameplay by fixing bugs, not fix every
bug ever.
I'm sorry, what?

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by bisen11 on Tue, 12 Aug 2008 04:16:07 GMT
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Haven't read this whole thing so not sure about this flamer thing. But if you are makign a flamer
that can pwn infintry then make sure you cover up the spot in the wf where a flamer (and possibly
other tanks) can hit techs by shooting through the glass.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by saberhawk on Tue, 12 Aug 2008 04:23:29 GMT
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bisen11 wrote on Mon, 11 August 2008 23:16Haven't read this whole thing so not sure about this
flamer thing. But if you are makign a flamer that can pwn infintry then make sure you cover up the
spot in the wf where a flamer (and possibly other tanks) can hit techs by shooting through the
glass.

We aren't modifying the flame tank at all. We merely fixed a bug in the muzzle prediction code
which affected all vehicles that have both primary muzzles defined, but not the secondary ones.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by blly on Tue, 12 Aug 2008 04:47:54 GMT

TT was made to fix bugs in the game that were negative to gameplay. This bug isnt negative at all. its a huge part of gameplay. jusyt dont change it.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by cmatt42 on Tue, 12 Aug 2008 04:58:36 GMT

blly wrote on Mon, 11 August 2008 23:47TT was made to fix bugs in the game that were negative to gameplay. This bug isnt negative at all. its a huge part of gameplay. jusyt dont change it.

Do you actually believe the nonsense you type?

Oh, and I'm still waiting for some decent arguments against fixing these bugs. "We're used to it" and "it's easier" and similiar arguments aren't valid, so don't bother repeating them.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by liquidv2 on Tue, 12 Aug 2008 05:32:48 GMT

is the goal of TT to fix every bug ever encountered in renegade?

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by saberhawk on Tue, 12 Aug 2008 05:36:06 GMT

liquidv2 wrote on Tue, 12 August 2008 00:32is the goal of TT to fix every bug ever encountered in renegade?

Every bug we can find and duplicate

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Chuck Norris on Tue, 12 Aug 2008 05:40:55 GMT

Nune wrote on Mon, 11 August 2008 12:36Thats utter bullshit, 2v2 cw, ur agt goes down so now you need someone to camp, there best camping vehicle on field vs infantry is the apc, nod will use the loss of base defences to their advantage and thus probably use a sbh nuke, especially if they have already killed weapons factory. If you both move out with no agt a tech will kill a

---

building, if you camp and they are having trouble killing a further building they may ensue the sbh tactic. On field the gdi ref is very easy to kill and thus if this has happened you won't want to waste money on a mobius when you can camp with a much cheaper apc + hotty, also you can use the hotty for mining so you have a better chance of survival.

Without using the outside pt behind barracks a half decent sbh will kill your hotty and with no refill you will only have 2 remotes, if he gets close to you you cannot remote him as now he has hit you down to 150 hp whilst you are running down the narrow area behind barracks where you cannot dodge well, if you do remote you may kill him whilst killing yourself and then it comes down to luck as to whether you get that perfect front of barracks spawn.

+ what about maps like canyon where the gdi harvester is much slower than the nod harvester.

If outside pts are taken eventually someone will make a rule :

'No sbh nukes in certain spots...' - which is just dumb, but only way to balance games in certain situations.

p.s you roll out with a mammouth on field with me having an arty @ my base entrance, lets see how far you get.
All of this is based on 2v2 games? Not to degrade clan wars, but I think Renegade was made with more than that in mind. I look at about 5v5 as the base minimum.

Secondly, all of what you just wrote basically equated to "they were beating me so I should have this exploit to stop it". That's the only thing that's bullcrap here. I think the way the game was intended is pretty balanced, but some of this crap like outside PT access and points errors, though they may be small themselves, alter gameplay too much from what it's supposed to be. Yes, it will alter gameplay, but the gameplay we have as a result of this is NOT the gameplay that is INTENDED, so that's a moot point.

As for the Mammoth versus an Artillery, what does that have to do with anything? I was simply saying if it's two versus one, and you two can't find a way to overcome that one, then you deserve to lose. I was using the Mammoth Tanks as as example, and a teched Mammoth will beat that Artillery, because remember it's 2v1 if the other Nod person is a SBH (why would they be a SBH in a clan war on a map with base defenses, and if defenses are down, then you're losing anyway...).

Oh, and by the way, I also use this at times, but that does not mean I don't want it fixed.

BTW, I don't think saying "omg you are retarded" or acting elitist to everyone who disagrees with your opinion is going to further your argument any (this is to blly, not you Nune).

Back to square one, and this goes for all bugs, not just this one being discussed here, a bug is a bug and should be fixed, regardless of how it's changed the game up until now. Hearing jonwill say what he did gave me faith in what Tiberium Technologies is going for, so I hope that is backed up. How it is SUPPOSED to work is how it was INTENDED to be by Westwood, and I think we should do our best to have it that way. Just because a few of these bugs have gotten some of us liking the exploit and making gameplay changes around them is NOT a reason for keeping them.

We'll have to get used to doing without if they are corrected. People will complain. Tough shit for a while, but you'll get over it, and it will be as it was intended, and I dare say better as well (I think the coders who made the game knew what was best).

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by TD on Tue, 12 Aug 2008 05:44:49 GMT
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How about

TTX - Fixes annoying glitches (voting required for the glitches in the community, my vote counts 50%) and stops cheating.

TTY - All of above, but with ALL glitches fixed. Pointsfix included.

TTZ - All of above, and crazy new features like flying mammoths because it's needed for balance, it was Westwood's intention.

First release a working TTX, then release the optional TiTTY and TiTZ.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by saberhawk on Tue, 12 Aug 2008 05:49:44 GMT
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TD wrote on Tue, 12 August 2008 07:44How about

TTX - Fixes annoying glitches (voting required for the glitches in the community, my vote counts 50%) and stops cheating.

TTY - All of above, but with ALL glitches fixed. Pointsfix included.

TTZ - All of above, and crazy new features like flying mammoths because it's needed for balance, it was Westwood's intention.

First release a working TTX, then release the optional TiTTY and TiTZ.

So go through 1400+ revisions, find fixes that according to that list should go in a "TTY", disable them, fix all the other code which relies on those fixes being in place and patch them up too, and then keep on going? I know you are trying to get at the KISS principle, but we are already keeping it simple...

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by TD on Tue, 12 Aug 2008 06:04:39 GMT
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Are you guys trying to improve the gameplay for the majority of the Renegaders by fixing annoying glitches that affect the gameplay in a negative way, so not the glitches that have been used for 6 years now and are considered quite normal after that long time and a part of the gameplay and tactics, or are you guys like 'Hey, this was Westwood's intention, see Mathematical Equation X and LevelEdit Preset Y+Z, so let's fix it, no matter what the n00bs (people that don't code, but rather just play the game) say'?

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by karmai on Tue, 12 Aug 2008 06:15:28 GMT
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only thing im posting about is the flame tank issue..

I don't think the right click is a glitch in the game at all, simply a secondary fire for the flame tank making it more effective on infrantry

i dont seee why it should be changed

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by EvilWhiteDragon on Tue, 12 Aug 2008 06:17:28 GMT
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blly wrote on Tue, 12 August 2008 06:47TT was made to fix bugs in the game that were negative to gameplay. This bug isnt negative at all. its a huge part of gameplay. jusyt dont change it.

Who said we don't find PT's on the outside (WHILE NOT VISIBLE) a negative addition to gameplay? You added an opinion in there, making it an assumption.
Also, we didn't say we would only focus on things that have a negative impact on gameplay. For ppl that like to have a shotty and pointwhore the harvester we already created a "negative gameplay change".

More to the issue, if we're really going to look into it, then we'll probably also look in to the option of creating the PT's at the outside. That would have the same effect as it has now, but would not look like a bug like it is now.

Also, for those that say that it isn't fair for the defending team in a 2vs2 to be nuked and not being able to do something about it because the PT is to far away, remember that you're effectively playing 1 person. As the other will have to walk for about 2 minutes, and then place a nuke. Meaning that if he's going to defend it, he'll be out of his base for nearly 3 minutes. If you can't finish off at least one building in that time, you deserve to lose anyway. Oh, to look at "fairness":

SBH + nuke = 1400 (and max 1 building kill)
Mrls + med = 1250 (unlimited building kills)
Meaning that it is already not a good investment to start with. For that reason, you shouldn't nuke in the first place. Not to mention what can happen in the time you're out of base. And what if you get killed while underway to the ennemies base? Bye 1400 credits.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by karmai on Tue, 12 Aug 2008 06:19:19 GMT
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ive been playing clanwars and renegade for years and i dont know why so many idiots are COMPLAINING about getting rid of the PT on the outside of buildings

...

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Goztow on Tue, 12 Aug 2008 06:46:54 GMT
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Is it just me or haven't i actually heard anyone from TT claim that they will stop PT being used from the outside? I don't even know who brought it up but I don't think it's one of the TT-coders.

The solution of putting PT's on the outside would be a nice compromis as everyone except for new players already use it this way! So why not make it obvious for all .

Also: this patch should be suitable for both CW's and public gaming, keep that in mind! It should stay as balanced on 1v1 - 50v50 as renegade is now!

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by liquidv2 on Tue, 12 Aug 2008 06:48:47 GMT
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Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by =HT=T-Bird on Tue, 12 Aug 2008 11:44:19 GMT
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Heh, I'm surprised you're the first one to bring that idea up.   I actually think it's a good one though along with the one-sided-PT fix (btw, can you walk up to the side of a PT and use it?).

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Hitman on Tue, 12 Aug 2008 12:30:16 GMT

Chuck Norris wrote on Tue, 12 August 2008 00:40Nune wrote on Mon, 11 August 2008 12:36Thats utter bullshit, 2v2 cw, ur agt goes down so now you need someone to camp, there best camping vehicle on field vs infantry is the apc, nod will use the loss of base defences to their advantage and thus probably use a sbh nuke, especially if they have already killed weapons factory. If you both move out with no agt a tech will kill a building, if you camp and they are having trouble killing a further building they may ensue the sbh tactic. On field the gdi ref is very easy to kill and thus if this has happened you won't want to waste money on a mobius when you can camp with a much cheaper apc + hotty, also you can use the hotty for mining so you have a better chance of survival.

Without using the outside pt behind barracks a half decent sbh will kill your hotty and with no refill you will only have 2 remotes, if he gets close to you you cannot remote him as now he has hit you down to 150 hp whilst you are running down the narrow area behind barracks where you cannot dodge well, if you do remote you may kill him whilst killing yourself and then it comes down to luck as to whether you get that perfect front of barracks spawn.

+ what about maps like canyon where the gdi harvester is much slower than the nod harvester.

If outside pts are taken eventually someone will make a rule :

'No sbh nukes in certain spots...' - which is just dumb, but only way to balance games in certain situations.

p.s you roll out with a mammouth on field with me having an arty @ my base entrance, lets see how far you get.
All of this is based on 2v2 games? Not to degrade clan wars, but I think Renegade was made with more than that in mind. I look at about 5v5 as the base minimum.

Secondly, all of what you just wrote basically equated to "they were beating me so I should have this exploit to stop it". That's the only thing that's bullcrap here. I think the way the game was intended is pretty balanced, but some of this crap like outside PT access and points errors, though they may be small themselves, alter gameplay too much from what it's supposed to be. Yes, it will alter gameplay, but the gameplay we have as a result of this is NOT the gameplay that is INTENDED, so that's a moot point.

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Oh, and by the way, I also use this at times, but that does not mean I don't want it fixed.

BTW, I don't think saying "omg you are retarded" or acting elitist to everyone who disagrees with

your opinion is going to further your argument any (this is to blly, not you Nune).

Back to square one, and this goes for all bugs, not just this one being discussed here, a bug is a bug and should be fixed, regardless of how it's changed the game up until now. Hearing jonwill say what he did gave me faith in what Tiberium Technologies is going for, so I hope that is backed up. How it is SUPPOSED to work is how it was INTENDED to be by Westwood, and I think we should do our best to have it that way. Just because a few of these bugs have gotten some of us liking the exploit and making gameplay changes around them is NOT a reason for keeping them. We'll have to get used to doing without if they are corrected. People will complain. Tough shit for a while, but you'll get over it, and it will be as it was intended, and I dare say better as well (I think the coders who made the game knew what was best).sorry bro but u might get a 5v5 in this dead game once in a million years so stfu already

---

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Hitman on Tue, 12 Aug 2008 12:32:26 GMT
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"p.s you roll out with a mammouth on field with me having an arty @ my base entrance, lets see how far you get."

K DEAL LETS GO LOL

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by TD on Tue, 12 Aug 2008 12:51:28 GMT
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deal

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Spoony on Tue, 12 Aug 2008 13:51:04 GMT
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blly, nunega, what's all this crap about the PT-through-walls-fix making clan games unfair? sorry, what? I see you condescendingly act as though you're some masters of how clanwars work, but it sure doesn't seem that way.

nobody uses nukes in clanwars anyway precisely because they're underpowered; they're too expensive considering the likelihood they will be disarmed, which is high.

they're used perhaps one game in 100, and more often fail than succeed.

if anything, making PTs unaccessible through walls will mean there's a damn point buying an SBH nuke in a clanwar - there currently is not.

as for the flame tank, sorry but you don't need to right click to rape infantry with a flamer. I've always found it damn easy to kill infantry with the flamer jets if I can get close, long before I knew about the right-click thing.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Jamie or NuneGa on Tue, 12 Aug 2008 13:52:43 GMT
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Exactly, even with a teched mammy rolling towards my base on field, with me having a arty ur tech will die from splash resonably quick and then it will be 1v1.

You argue that if they have killed ur agt then they deserve the win, however when I play against players that I admit are just better than me then I will try to get lucky and succeed at agt walk in order to even the odds. By pulling off this technique I have managed to beat players who are far superior to me in skill.

Outside pts is a glitch that effects renegade in a positive way.

In regards to adding pts to the outside of buildings... dam thats gonna look ugly on the barracks.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Reaver11 on Tue, 12 Aug 2008 14:05:38 GMT
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switches are the way to go add a pct zone on it and voila an pct zone outside a building. It can be done server-side. So it is still douable. So you can just go ahead and fix the pct glitch.

If these clanbewbs really need it I can make your switches with pct zone outside your buildings, when TT is released.

Et Voila

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by blly on Tue, 12 Aug 2008 14:12:41 GMT
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Spoony wrote on Tue, 12 August 2008 08:51blly, nunega, what's all this crap about the PT-through-walls-fix making clan games unfair? sorry, what? I see you condescendingly act as though you're some masters of how clanwars work, but it sure doesn't seem that way.

nobody uses nukes in clanwars anyway precisely because they're underpowered; they're too expensive considering the likelihood they will be disarmed, which is high.

---

they're used perhaps one game in 100, and more often fail than succeed.

if anything, making PTs unaccessible through walls will mean there's a damn point buying an SBH nuke in a clanwar - there currently is not.

as for the flame tank, sorry but you don't need to right click to rape infantry with a flamer. I've always found it damn easy to kill infantry with the flamer jets if I can get close, long before I knew about the right-click thing.
sbh nukes are used in more games than that, but its ok i know you are exaggerating to try and proove a point. if you're talking about sbh nukes then you're just wrong, if you're talking about nukes in general, then you're completely wrong. im not gonna bother explaining the normal nuke part, but sbh nukes are kinda a good buy.

islands, we somehow lose wf and strip, and all vehicles. gdi will try to rush thru the tunnels, cos thats how they roll. gdi also will have a hottie camping. nod gets a sak sbhnuke sak camps till sbh is in base, sbh nukes side bar, sak moves up and its gg.

i also wasnt trying to sound as though i speak for the cw community (ignoring the lack-of-skill shot) i play clanwars though, which you cant vouch for, so i would say that i do have some mastery of clanwar tactics, even though i dont do em all that well.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Spoony on Tue, 12 Aug 2008 14:44:53 GMT
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blly wrote on Tue, 12 August 2008 16:12islands, we somehow lose wf and strip, and all vehicles.
BINGO!

it only happens when all other options are exhausted. that's how underpowered they are. when you've got a choice between a tank or an SBH nuke, nobody ever gets the SBH nuke and ends up winning because of it.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by blly on Tue, 12 Aug 2008 15:11:45 GMT
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its pretty easy to lose strip and wf.

tech rush tunnels, they rush 2 meds, u kill urself back, they kill strip, u double lcg/rave em.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by blly on Tue, 12 Aug 2008 15:13:57 GMT

and you're trying to say that since people cant switch out that they will use nukes more often? nukes dont work because usually there are 2 people there, 1 with a hottie 1 with a vehicle/hottie, thats why they dont work. im fine with the pt on the outside though but it will be REALLY UGLY. maybe make them building coloured?

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by w0dka on Tue, 12 Aug 2008 15:30:34 GMT

liquidv2 wrote on Mon, 11 August 2008 05:17jonwil wrote on Sun, 10 August 2008 19:16If something can be identified as a bug in renegade, I for one intend to do everything I can to get it fixed, even if its not necessarily all that big.

that's fine, but does that mean i am forced to play with your changes? it's like you've made the decision for me with me having no say in it, and that doesn't seem fair at all

noone forces you to install the patch. and if there are no oldpatchservers up maybe you're the only one don't want that stuff so we could safely ignore your wishes. Not nice, but democratic.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by =HT=T-Bird on Tue, 12 Aug 2008 15:48:21 GMT

As far as nuking goes...everyone associates the nuke on Nod's side with the SBH. However, it is far more deadly when covered by Artillery shelling or a Light/Stealth/Flame Tank (or even an APC)!

So: nukes have their place, especially when the opposing team is repairing a building heavily, as the presence of the beacon will often cause that support to break up (in my public play experience, I don't run around asking for pathetically small CWs). However, it is often NOT with an SBH.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by CarrierII on Tue, 12 Aug 2008 16:06:29 GMT

Indeed. Can all those CW.CC players going "OMG MY CLANWARS WILL FAIL!!!!" please remember there are people who play in public servers (and don't start your normal prejudiced atitude about publics, before I challenge you (just you) to take on a whole team of random public server players, for lols) and those who play in publics are easily the majority, even if we're less vocal, for the most part.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Spoony on Tue, 12 Aug 2008 16:27:30 GMT
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CarrierII wrote on Tue, 12 August 2008 12:06Indeed. Can all those CW.CC players going "OMG MY CLANWARS WILL FAIL!!!!" please remember there are people who play in public servers (and don't start your normal prejudiced atitude about publics, before I challenge you (just you) to take on a whole team of random public server players, for lols) and those who play in publics are easily the majority, even if we're less vocal, for the most part.

don't make the mistake of assuming blly and nune actually know what they're talking about when they say a particular change will make clanwars 'fail'...

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by blly on Tue, 12 Aug 2008 16:33:46 GMT
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Spoony wrote on Tue, 12 August 2008 18:27CarrierII wrote on Tue, 12 August 2008 12:06Indeed. Can all those CW.CC players going "OMG MY CLANWARS WILL FAIL!!!!" please remember there are people who play in public servers (and don't start your normal prejudiced atitude about publics, before I challenge you (just you) to take on a whole team of random public server players, for lols) and those who play in publics are easily the majority, even if we're less vocal, for the most part.

don't make the mistake of assuming blly and nune actually know what they're talking about when they say a particular change will make clanwars 'fail'...
yeah because you've played so many games in the past months.

in pubs too, get a sbh to nuke bar on walls fly on back corner farthest from pp and have an apache come in and its gg.

but you guys arent listening.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Spoony on Tue, 12 Aug 2008 16:38:48 GMT
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blly wrote on Tue, 12 August 2008 11:33yeah because you've played so many games in the past months.
and what does that prove? I've still got a better idea of how strategies in clanwars work than... pretty much anybody.

blly wrote on Tue, 12 August 2008 11:33in pubs too, get a sbh to nuke bar on walls fly on back corner farthest from pp and have an apache come in and its gg.
yes, I suppose that would be gg if GDI was dumb enough not to have any orcas or havocs.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by gkl21 on Tue, 12 Aug 2008 16:39:17 GMT
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If you (in general) are so good then none of these changes will affect you. Plain and simple.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by liquidv2 on Tue, 12 Aug 2008 17:24:10 GMT
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Quote:noone forces you to install the patch. and if there are no oldpatchservers up maybe you're the only one don't want that stuff so we could safely ignore your wishes. Not nice, but democratic.
first off you're wrong because the patch will autodownload when i try to get on xwis
that means the 2nd part of your post also makes no sense since everyone online will have the patch and a server not running it would neither exist nor be open for me to join

and renegade is a democracy? really?

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by karmai on Tue, 12 Aug 2008 17:25:06 GMT
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thats beyond retarded..
the PT on outside of buildings is one of the most obvious glitches in this game

isnt this a patch, to fix glitches

Wtf is that going to change in gameplay idiots?

GDI has always had the advantage to lay nukes at the end of strip (a good walk, hard as hell to disarm), now nod can lay them at the back of barracks, and gdi actually has to walk for a tech instead of just refilling behind it

the only playesr i've seen complaining are complete idiots (except TD), this patch is trying to help this old ass game.. not hurt yuor gameplay

you'll all figure out new tactics, but to say you shouldnt fix the PT's on the outside of a building is fucking RE-TARDED, as its one of the biggest problems/glitches in renegade

right up there with bluescreening
GKl nailed it,.. the better players will still win the games.. you might have to SLIGHTLY adapt your tactics in a few situations, quit fucking flipping out over it

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Jamie or NuneGa on Tue, 12 Aug 2008 17:47:36 GMT
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wtf spoony people use nukes in cws all the time, earlier today in 5v5 game we had 3 arts @ base entrance on islands gdi had meds defending, someone places nuke and arts cover it... gg due to nuke.

It wasn't a last option it was just a option.

p.s karmai you suck

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by karmai on Tue, 12 Aug 2008 17:51:45 GMT
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1v1 nunega?

you've seen me play a few games after a long layoff, with some old friends who aren't very good.. don't worry, im making a more serious clan you'll get to see who really sucks soon enough idiot

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Goztow on Tue, 12 Aug 2008 17:53:22 GMT
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Now now, stop whinging the e-penis'es and let's get back on topic. Whatever the topic was this started with...

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by nikki6ixx on Tue, 12 Aug 2008 18:18:37 GMT
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Anyone who wants glitches to remain is only concerned with their own self-interest, and is therefore, a table-scrap pilfering grab-ass.

I find it hilarious how much opposition some people have against these fixes... it's a video game for Chrissake. If someone is actually half-decent at Renegade, they'll adapt to these changes.

Life sucks, get a helmet.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by u6795 on Tue, 12 Aug 2008 18:53:29 GMT

nikki6ixx wrote on Tue, 12 August 2008 14:18Anyone who wants glitches to remain is only concerned with their own self-interest, and is therefore, a table-scrap pilfering grab-ass.

I find it hilarious how much opposition some people have against these fixes... it's a video game for Chrissake. If someone is actually half-decent at Renegade, they'll adapt to these changes.

Life sucks, get a helmet.
BUT LAWL THEY R TEH PROEZ, U AHS NO IDEA WUT UR TALKIN BOUT U NEVER PLAYED RENEGAED EVAR!!1

TEH GLITCHES MAKE TEH GAEM GOOD OMG, U FIX THEM U FUX UP ALL TEH PRO PLAYERS!!!!!

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by trooprm02 on Tue, 12 Aug 2008 19:02:41 GMT

maybe we should all go play rp2 then u837809? if you bought/play renegade for a roleplay mod..you must have a sad exsistance.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by JoeBro on Tue, 12 Aug 2008 19:03:25 GMT

To u6795: Your post hurts my eyes!

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by karmai on Tue, 12 Aug 2008 19:05:49 GMT

The players (troopm, nunega) that are complaining about the patch, and saying you guys suck hardly qualify as good players.. they dont know what they're talking about, ignore those idiots

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Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by thrash300 on Tue, 12 Aug 2008 19:48:32 GMT

Nune wrote on Sun, 10 August 2008 16:44I appreciate a lot of the shit you are doing, but some stuff is pissing me off.

You aren't listening to people!

Can You Guys Make It That When You Host A Game And You Set The Player Count To More That 1 You Don't Have The "Game Play Is Pending.". Thing, Can You Make The Weapons Spawn After You Kill Somebody, Tune Up The Whole Thing Because There Are A Lot Of Things That Don't Work Whey You Host A Game Like It Being Laddered And Hopefully People With This New Scripts That You Guys Are Working On Can Automatically Download The Maps Without Having To Download A Big Map Pack But Please Fix The Host A Game Option It Can Be Better And More Dinamic I Think.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by saberhawk on Tue, 12 Aug 2008 19:49:51 GMT
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thrash300 wrote on Tue, 12 August 2008 14:48Nune wrote on Sun, 10 August 2008 16:44I appreciate a lot of the shit you are doing, but some stuff is pissing me off.

You aren't listening to people!

Can You Guys Make It That When You Host A Game And You Set The Player Count To More That 1 You Don't Have The "Game Play Is Pending.". Thing, Can You Make The Weapons Spawn After You Kill Somebody, Tune Up The Whole Thing Because There Are A Lot Of Things That Don't Work Whey You Host A Game Like It Being Laddered And Hopefully People With This New Scripts That You Guys Are Working On Can Automatically Download The Maps Without Having To Download A Bit Map Pack But Please Fix The Host A Game Option It Can Be Better I Think.

No.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by cmatt42 on Tue, 12 Aug 2008 19:50:56 GMT
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thrash300 wrote on Tue, 12 August 2008 14:48I Think.
There's a mod for the gameplay pending issue, and I couldn't read the rest of your post without wanting to stab my eyes.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by trooprm02 on Tue, 12 Aug 2008 20:50:02 GMT
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karmai wrote on Tue, 12 August 2008 14:05The players (troopm, nunega) that are complaining about the patch, and saying you guys suck hardly qualify as good players.. they dont know what they're talking about, ignore those idiots

why beef

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Homey on Tue, 12 Aug 2008 22:16:11 GMT
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How about you just add PTs on the outside of buildings so it's not a glitch? Tbh fixing this glitch is giving nod a decent advantage, especially in small games.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Jamie or NuneGa on Tue, 12 Aug 2008 22:31:52 GMT
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karmai wrote on Tue, 12 August 2008 20:05The players (troopm, nunega) that are complaining about the patch, and saying you guys suck hardly qualify as good players.. they dont know what they're talking about, ignore those idiots

first of all you suck, secondly simpee is complaining and he is one of the best renegaders around... theres more but im lazy.

The outside pt fix is the only thing I really have a issue with atm anyway.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by KobraOps on Tue, 12 Aug 2008 23:12:16 GMT
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Spoony wrote on Tue, 12 August 2008 08:51

nobody uses nukes in clanwars anyway precisely because they're underpowered; they're too expensive considering the likelihood they will be disarmed, which is high.

they're used perhaps one game in 100, and more often fail than succeed.

if anything, making PTs unaccessible through walls will mean there's a damn point buying an SBH nuke in a clanwar - there currently is not.

as for the flame tank, sorry but you don't need to right click to rape infantry with a flamer. I've always found it damn easy to kill infantry with the flamer jets if I can get close, long before I knew about the right-click thing.

I usually agree with most of what you say, dont have a big problem with points fix etc, but every single statement in there is inncorrect.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by sadukar09 on Wed, 13 Aug 2008 00:19:54 GMT
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Nune wrote on Tue, 12 August 2008 17:31karmai wrote on Tue, 12 August 2008 20:05The players (troopm, nunega) that are complaining about the patch, and saying you guys suck hardly qualify as good players.. they dont know what they're talking about, ignore those idiots

first of all you suck, secondly simpee is complaining and he is one of the best renegaders around... theres more but im lazy.

The outside pt fix is the only thing I really have a issue with atm anyway.
lool neeewb.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by EvilWhiteDragon on Wed, 13 Aug 2008 00:54:46 GMT
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Nune wrote on Wed, 13 August 2008 00:31karmai wrote on Tue, 12 August 2008 20:05The players (troopm, nunega) that are complaining about the patch, and saying you guys suck hardly qualify as good players.. they dont know what they're talking about, ignore those idiots

first of all you suck, secondly simpee is complaining and he is one of the best renegaders around... theres more but im lazy.

The outside pt fix is the only thing I really have a issue with atm anyway.
The only one that sucks here is YOU, and you know WHY?
Because you lack the intelligence required to have a normal, decent conversation/discussion. It does NOT make ANY sense to say he sucks or whatever, specially not when you're just to fucking moronic to supply arguments of ANY KIND.
I'm not even asking for DECENT arguments, even though that would be even better for the conversation.

Also, IF YOU want us to do something for you, like in this case not fix the PT bug thingy, then we would much rather listen to someone that just speaks normal English without any kind of faul language, and has the decency to actively engage in an discussion backed up with arguments.
If you don't do this, we're not even able to help you properly. Another thing that you would need to do is properly read what has been said.

None of TT has ever said we would change the PT (bugs). We where just thinking out loud and replying to someone that suggested that the PT's are bugged. Which (specially with his arguments) seems a very valid complaint. For just that reason we've already more or less chosen his side, at least unintentionally.

Think about it, if you are going in to a discussion with you accepting that you might chance opinions, you'll be much better in influencing the situation. Discussions usually leads to compromises. If you start a proper discussion, and are not afraid to chance opinion on the matter,

then the results of that discussion will most likely be much better for you then they would've been if you would've just been negative and not giving any constructive comment/arguments.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Chuck Norris on Wed, 13 Aug 2008 01:52:46 GMT
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Goztow wrote on Tue, 12 August 2008 02:46Is it just me or haven't i actually heard anyone from TT claim that they will stop PT being used from the outside? I don't even know who brought it up but I don't think it's one of the TT-coders.

The solution of putting PT's on the outside would be a nice compromis as everyone except for new players already use it this way! So why not make it obvious for all .

Also: this patch should be suitable for both CW's and public gaming, keep that in mind! It should stay as balanced on 1v1 - 50v50 as renegade is now!How did it come up? It started in another topic when SSnipe asked a list of questions, one of which asked if the outside access of PTs would be fixed, and a member of Tiberium Technologies responded with "That's used by so many people, I don't think fixing it would be good.". I later chimed in with my input. Another member in this topic brought up how stupid fixing it would be (this was Nune about 1/3 of the way through the second page), and then I responded, and it went from there.

I don't know what Tiberium Technologies is doing in regard to this. One said what I quoted above, and another said "If something can be identified as a bug in renegade, I for one intend to do everything I can to get it fixed, even if its not necessarily all that big.". I'm not a coder, but it's apparent PTs weren't meant to be accessed from the outside we'd see them outside. For this reason, I disagree with actually adding PTs to the outside as well, because it wasn't intended. That would be changing gameplay from what was intended.

I say again. Bugs are bugs. They aren't intended, and if found to be as such, should be fixed to instate what was intended to be. People whining about how it changes their gameplay because they like/have gotten used to these exploits is a poor excuse to leave a bug. If Westwood wasn't disbanded, we'd probably have Renegade now without the points bug, without outside PT access, and with a plethora of other changes, perhaps even the completed game that was planned. Either way, they'd of fixed it, and fixing these things is the goal of Tiberium Technologies, so why shouldn't they?

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by karmai on Wed, 13 Aug 2008 02:15:51 GMT
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Nune wrote on Tue, 12 August 2008 18:31karmai wrote on Tue, 12 August 2008 20:05The players (troopm, nunega) that are complaining about the patch, and saying you guys suck hardly qualify as good players.. they dont know what they're talking about, ignore those idiots

---

first of all you suck, secondly simpee is complaining and he is one of the best renegaders around... theres more but im lazy.

The outside pt fix is the only thing I really have a issue with atm anyway.
ive been playing with and against simpee for years, we've been in clans together many times.. you have no idea who i am, or how good i am.

If you're going to say i suck, back it up with a 1v1, you don't know who you're talking to idiot

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Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Jamie or NuneGa on Wed, 13 Aug 2008 03:29:53 GMT
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In another topic you said that you were going to fix outside pts.

@ ewd why get so personal, I have supplied valid arguments over the changed to gameplay that would occur about 5 pages back, I don't really want to repeat myself over and over... especially as it seems more and more like you just don't give a <insert crude word>.

When half the ren community is divided over a ideology(this being whether or not outside pts should be fixed) you TT lot keep just assuming you are right, you have spoony, your balance coordinator who hasn't played a cw in months and a few posts back provided very inaccurate summations. Therefore why not listen to others when they come to the forums trying to give their opinions instead you just pretend liek you have listened and then do whatever you want... as a result topics like this occur then you get all in a tuff because someone is spelling it out for. You all have degrees or whatever and therefore assume you are smarter, but how can someone who never listens be smart.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by cmatt42 on Wed, 13 Aug 2008 05:30:42 GMT
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Your arguments were invalidated within those "5 pages back". We've asked for other arguments that make logical sense, yet you're still trying to offer the same reasons time and again. If you can come up with a decent reason that somehow does not involve giving you an unfair upper-hand, or that it's been that way for years, maybe you'll give us something to think about.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by u6795 on Wed, 13 Aug 2008 06:06:51 GMT
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trooprm02 wrote on Tue, 12 August 2008 15:02maybe we should all go play rp2 then u837809? if you bought/play renegade for a roleplay mod..you must have a sad exsistance.
lol,

http://www.renegadeforums.com/index.php?t=msg&th=28701&start=0&rid=2 0906

I guess I do have a pretty sad life- maybe I should go host illegal WoW servers or something.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Goztow on Wed, 13 Aug 2008 06:41:34 GMT
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I'll give you a good reason to keep PT outside: double nuke spots.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Rocko on Wed, 13 Aug 2008 06:48:02 GMT
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Just because something is a bug or wasn't intended doesn't make it inherently bad. Perhaps some things weren't suppose to happen, but out of the accidents that happened it became something even better than before. I don't think anything outside of core issues like crashing and cheating issues should be dealt with as most everything else is heavily affected by opinion. and who's to say that the non-elected TT crew is correct or the random public is correct?

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Spoony on Wed, 13 Aug 2008 06:49:03 GMT
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Nune wrote on Tue, 12 August 2008 12:47wtf spoony people use nukes in cws all the time, earlier today in 5v5 game we had 3 arts @ base entrance on islands gdi had meds defending, someone places nuke and arts cover it... gg due to nuke.

It wasn't a last option it was just a option.
let me get this straight, five GDI players lost meds to three arts?

sorry, but the nuke isn't why you won. reminds me of icesword's now-legendary teamspeak rant.

karmai's being unusually correct today btw.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Chuck Norris on Wed, 13 Aug 2008 07:20:17 GMT
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Goztow wrote on Wed, 13 August 2008 02:41I'll give you a good reason to keep PT outside: double nuke spots.What do you mean by that?

Edit: Rocko, that was probably the best post I've ever seen you write, and one of the better ones in this topic. I agree with all of that, but I think this bug does more bad than good. I see two reasons against this. The first is personal opinion (due to laziness/being used to using an exploit), and that's obviously not a reason, and the other is about SBH nuking, but this makes them near useless. The SBH doesn't have a very powerful weapon, and it's noisy as heck, so it's clear he was intended more for nuking than anything else, and now this said character and said Nod strategy of doing this is much more useless due to this bug. The costs and balance were gotten into before, and it was well balanced before, but this bug destroys the balance.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Goztow on Wed, 13 Aug 2008 07:31:33 GMT
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That you can kill more than one building by one nuke on multiple maps. I don't know how well spread this is used, I suppose it will become much more well spread now . One of our clan members "discovered" this and starting extensive testing on multiple maps to find the right spot. I'm not saying he's the first to have known about this, though, I don't know that.

Anyway, in small games it's enough that one tech repairs (it can outrepair or slow down destruction) and a nuke can kill 2 buildings in one run and would be very hard to stop. I'm not just talking about sbh but for every nuker/ioner. Techie/hottie with nuke/ion can kill 3 buildings in one run on some maps.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by karmai on Wed, 13 Aug 2008 07:54:03 GMT
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if you guys dont fix the PTs on the outside of buildings whats the fucking point of patching up the game?

thats a huge fucking glitch, and problem.

also fix the problem where sometimes you can't even use the PT and you've gotta leaev and rejoin to access it.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by karmai on Wed, 13 Aug 2008 08:03:36 GMT
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Goztow wrote on Wed, 13 August 2008 03:31That you can kill more than one building by one nuke on multiple maps. I don't know how well spread this is used, I suppose it will become much

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you can only double nuke buildings on a few maps, usually its on GDI where theres no PT's on the outside of nods buildings anyways (except a few spots on the strip part.

Complex gdi, Volcano GDI, field GDI, Walls fly GDI

PT's on the outside of buildings wont ever help you there dude, theres no PT's on nods REF PP HAND, and if anything the PT on the outside of the strip is competly useless unless theres likea hottie inside the strip and you want to run through mines then refill

this is a glitch that absolutly needs fixing, NOD has NO PT's on the outside of their buildings that are usefull.. gdi's barracks is just stacked with PT glitches, i've covered nukes for a good 35 seconds then had 2 people trade out to hotties and just disarm my shit instantly, no way this game was meant to be that way.

If you guys dont fix hte PT's, but turn on mandatory point fix you're all fucking idiots

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Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Goztow on Wed, 13 Aug 2008 08:46:43 GMT
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karmai wrote on Wed, 13 August 2008 10:03Goztow wrote on Wed, 13 August 2008 03:31That you can kill more than one building by one nuke on multiple maps. I don't know how well spread this is used, I suppose it will become much more well spread now . One of our clan members "discovered" this and starting extensive testing on multiple maps to find the right spot. I'm not saying he's the first to have known about this, though, I don't know that.

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Complex gdi, Volcano GDI, field GDI, Walls fly GDI

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If you guys dont fix hte PT's, but turn on mandatory point fix you're all fucking idiots
There's many more double nuke spots, out of my head: city flying and hourglass are both missing to start with and there's probably more that I missed as well. There's also some spots where 1 building goes down and the other one is red after a

About Nod useful PT spots on the outside: think of the airstrip PT on Field --> to disarm ion at the back of ref, to kill hotties sneaking in, ... It's utmost useful there: the closest PT nearby would be obelisk otherwise! Think of the obelisk PT which can be very useful on Under when GDI is rushing.

It's true the barracks has more PT's but tbh you can only use one at a time and they're very close to eachother.

Noone says they shouldn't fix the PT bug, there's just two ways of fixing them: one by disabling it and one by putting PT at the outside. Maybe they could even make a go between: disable all of them except one that can still be accessible on the outside. That way it may still be intresting to run inside rather than to use it from the outside if the outside one is at the other side of the building. That's just an in-between idea, I'm not expressing an opinion on its value.

Also noone here is an idiot, just because they disagree with you. Being narrow minded won't help your ideas to be accepted.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by TD on Wed, 13 Aug 2008 08:55:38 GMT
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Well, I guess instead of adding outside PT's, they should be disabled. I've thought about the fixes again and I guess Karmai is making good points up there. I change my decision, fix the glitches, create new tactics. I'm actually kinda bored of the same tactics anyway. I might even approve pointsfix to see how people make up new tactics because of the changes

I hope to see this patch anytime soon, with all the glitches fixed, but especially with an anti-cheat system that will be maintained as long as Renegade is alive.

Go for it TT

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by karmai on Wed, 13 Aug 2008 10:29:06 GMT
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I forgot about hourglass, and city fly the double nuke is only on NOD aswell... plus there are NO PT'S AT THE REF OR THE POWERPLANT ON THE OUTSIDE

ok, so Nod can only use the advantage of outside PT's on field.. i cant think of ANY other situation where they become useful.

The double nukes are ALL on gdi, how the FUCK does the outside PT help you?

sorry think before you post

PTs on the outside are only extremly useful on every map for GDI.. nod can ONLY map use of them if the airstrip door is mined with GDI MINES, you dont have time to disarm, run into them, refill outside, run in again. even then you'll only have 1 set of hotties mines, takes just as much time to disarm.

oh, and if someone nukes on field.. but

if you nuke on field @ ref on nod, you can hardly move without the ob shooting you.. you'd hardly need to get a refill

the PT glitch is hardcore unfair for NOD, if i havent given enough examples of that already.. and yes GOWZOW, you are STUPID if you think that glitch should stay in this game

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Goztow on Wed, 13 Aug 2008 11:03:42 GMT
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Quote:GOWZOW
I think I can rest my case here.

Subject: Re: Quit fixing stuff that no one wants you to fix

Posted by CarrierII on Wed, 13 Aug 2008 11:34:20 GMT
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That could be a typo.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by karmai on Wed, 13 Aug 2008 11:39:17 GMT
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gowzow, goztow, whatever your name is.. it doesnt matter, i've never seen or played you in a game.. forgive me for not knowing your fucking renegade nickname

my post proves that the PT bug is taken advantage of by GDI nearly every game, and NOD can only use it on select maps in select sitations which are pretty rare (Ref nukes on field are never used in clanwars, NOD will destroy the entire base if a player takes the time to lay the beacon leaving the team lop sided in the field, and in public servers someone usually mines for it)

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by TD on Wed, 13 Aug 2008 11:41:37 GMT
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Just so you guys know, he is Not Karmai.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Goztow on Wed, 13 Aug 2008 12:00:27 GMT
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Well, whoever you are, you convinced me that both options should at least be tested in beta . And it's a pity we never played Renegade together, maybe we can change that?

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by karmai on Wed, 13 Aug 2008 12:11:45 GMT
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cool, i dont mind playing with it (we've been doing it for years) i just think if you're patching up this game you might aswell fix all the glitches, not just the ones that bug you

im igotbeef/notkarmai btw

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by gkl21 on Wed, 13 Aug 2008 12:52:44 GMT
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TD wrote on Wed, 13 August 2008 03:55Well, I guess instead of adding outside PT's, they should be disabled. I've thought about the fixes again and I guess Karmai is making good points up there. I change my decision, fix the glitches, create new tactics. I'm actually kinda bored of the same tactics anyway. I might even approve pointsfix to see how people make up new tactics because of the changes

I hope to see this patch anytime soon, with all the glitches fixed, but especially with an anti-cheat system that will be maintained as long as Renegade is alive.

Go for it TT

Now, only if many others would think the same way...

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by karmai on Wed, 13 Aug 2008 13:04:40 GMT
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most players do, these are all glitches that should have been fixed AGES ago..

the only reason anybody doesnt want them changes is they're used to being able to use the glitches to their advantage.. people are afraid of change

---

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Jamie or NuneGa on Wed, 13 Aug 2008 14:16:09 GMT
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Anything thought about mining for the nuke on gdi field... how long that will take, and then there is disarming it, if the sbh gets a couple of lucky shots on you the barracks is done.

I'm reffering to a agt up situation where you nuke at the rock near the tunnels.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by TD on Wed, 13 Aug 2008 15:01:55 GMT
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gkl21 wrote on Wed, 13 August 2008 14:52TD wrote on Wed, 13 August 2008 03:55Well, I guess instead of adding outside PT's, they should be disabled. I've thought about the fixes again and I guess Karmai is making good points up there. I change my decision, fix the glitches, create new tactics. I'm actually kinda bored of the same tactics anyway. I might even approve pointsfix to see how people make up new tactics because of the changes

I hope to see this patch anytime soon, with all the glitches fixed, but especially with an anti-cheat system that will be maintained as long as Renegade is alive.

Go for it TT

Now, only if many others would think the same way...
Are you trying to hit on me?

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Herr Surth on Wed, 13 Aug 2008 15:02:49 GMT
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I'd hit you!

Sorry, that comment was simply obligatory.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by karmai on Wed, 13 Aug 2008 17:52:34 GMT
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sbh nuking will become much more affective on field now, and wont be a complete waste of money

---

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Chuck Norris on Wed, 13 Aug 2008 17:53:50 GMT
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Yeah, as for the double nuke, I have to agree that outside PT access won't come into play much there. Don't forget too that it has to be in a certain spot, meaning right out in the open, so you take the extra risk. On field, the Obelisk Purchase Terminal isn't THAT far away to be honest. It's not "right there", but you have over 30 seconds. You can also lay mines there to thwart them (it's possible ti do it to where they either have to suicide and come back or use an ally, and if you get a random kill, you know they hit your mines). Don't exploit the PTs for lack of defense. Nothing fully replaces an active defense, that's just how it is plain and simple, and if you're off attacking and they happen to attack you then, they got the better of you in that instant, plain and simple, and you don't deserve the PT bug to work out of it. Try to compensate by getting something of theirs while their away from base. I know what you're saying by the long walk from the barracks to behind it, but that's the only even half decent situation I can think of, and even then, I think it's balanced out in the gameplay (costs and timing and everything). We're all just so used to it, and some people think SBHs are overpowered, but the bug really is more negative in terms of actual balance, and that's why I think it should go. Old habits die hard, but let this bad one die. Outside PT access and pointsfix are two of the best, if not the two best, gameplay bug fixes Renegade needs in my opinion.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Homey on Wed, 13 Aug 2008 22:11:01 GMT
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The only building that this really affects is the barracks really. The rest it's not a big deal. Add one pt at the back?

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Reaver11 on Thu, 14 Aug 2008 11:11:53 GMT
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Server onwers can do that server-side :0

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by EvilWhiteDragon on Thu, 14 Aug 2008 13:24:49 GMT
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Homey wrote on Thu, 14 August 2008 00:11The only building that this really affects is the barracks really. The rest it's not a big deal. Add one pt at the back?
Don't forget that the barracks is the easiest building to defend. Only one side to get in, and it is rather large, meaning that you can't hop in and directly throw your remotes. You will most likely be killed before you reach it, if it's the last building for GDI.
If you place a nuke at the back then it will be much harder to disarm if you don't have the back PT there. And that does actually makes sense. Like: ok, you can't walk in that easily, but you can nuke it easily, though that's quite a lot more expensive.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Jamie or NuneGa on Thu, 14 Aug 2008 22:03:48 GMT
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LOL ewd posted a topic insulting me adn then put me on his ignore this... very mature.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Homey on Thu, 14 Aug 2008 22:06:08 GMT
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Really I don't think it's a huge deal but it will change gameplay. It may mean nukes will go off more but tbh if I hear a nuke I grab an engi/hotwire before I get there. If one can be added server-side after I don't see the harm in trying this anyways.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by thrash300 on Fri, 15 Aug 2008 06:29:12 GMT
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Saberhawk wrote on Tue, 12 August 2008 14:49thrash300 wrote on Tue, 12 August 2008 14:48Nune wrote on Sun, 10 August 2008 16:44I appreciate a lot of the shit you are doing, but some stuff is pissing me off.

You aren't listening to people!

Can You Guys Make It That When You Host A Game And You Set The Player Count To More That 1 You Don't Have The "Game Play Is Pending.". Thing, Can You Make The Weapons Spawn After You Kill Somebody, Tune Up The Whole Thing Because There Are A Lot Of Things That Don't Work Whey You Host A Game Like It Being Laddered And Hopefully People With This New Scripts That You Guys Are Working On Can Automatically Download The Maps Without Having To Download A Bit Map Pack But Please Fix The Host A Game Option It Can Be Better I Think.

No.

Well Why Not It Won't Change The Game Play It Would Just Fix The Bugs And Make It Work Like Its Suppost To I Think.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by saberhawk on Fri, 15 Aug 2008 07:33:48 GMT
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thrash300 wrote on Fri, 15 August 2008 01:29Saberhawk wrote on Tue, 12 August 2008 14:49thrash300 wrote on Tue, 12 August 2008 14:48Nune wrote on Sun, 10 August 2008 16:44I appreciate a lot of the shit you are doing, but some stuff is pissing me off.

You aren't listening to people!

Can You Guys Make It That When You Host A Game And You Set The Player Count To More That 1 You Don't Have The "Game Play Is Pending.". Thing, Can You Make The Weapons Spawn After You Kill Somebody, Tune Up The Whole Thing Because There Are A Lot Of Things That Don't Work Whey You Host A Game Like It Being Laddered And Hopefully People With This New Scripts That You Guys Are Working On Can Automatically Download The Maps Without Having To Download A Bit Map Pack But Please Fix The Host A Game Option It Can Be Better I Think.

No.

Well Why Not It Won't Change The Game Play It Would Just Fix The Bugs And Make It Work Like Its Suppost To I Think.

Because you type like that. And yes, it does change the gameplay. PS: What you think does not matter.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by sadukar09 on Fri, 15 Aug 2008 11:19:03 GMT
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Me thinks Goztow should give Chronojam (r) $50 for a set of Anti-Thrash300 software*.

*Copyright of Chronojam and APB forums.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by EvilWhiteDragon on Fri, 15 Aug 2008 11:20:27 GMT
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sadukar09 wrote on Fri, 15 August 2008 13:19Me thinks Goztow should give Chronojam (r) $50 for a set of Anti-Thrash300 software*.

*Copyright of Chronojam and APB forums.
I think we could also just banhammer him

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by GEORGE ZIMMER on Fri, 15 Aug 2008 13:05:18 GMT
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Wasn't he banned anyways for this bullshit?

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by candy on Fri, 15 Aug 2008 13:40:24 GMT
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I think it's strange that u guys only look at it trough the eyes of gdi.

Try to also look in the eyes of nod, when u nuke the back of the barr with a sbh (1400 creds), don't u want it to succeed? When u fail because of the person refilling on the back of barr, don't u ever think: 'n00b refiller' or 'i wish that that pt bug thingy was fixed'? I know i do.

I use the pt on the outside allot, i prefer using the outside then taking a walk to the inside, but when TT is thinking about fixing it: why not?
The auto-downloader will make it so that server who doesn't like this fix will mod the maps and will just put pt's on the outside of buildings. With this in mind, why discuss it?

Now for the pointfix: I have started playing renegade without this.
I only discovered it a few months ago while playing on thekoss2/blackintel servers and i learned to play with it.

It is strange in the beginning, but u will get used to it.
Again i will use the same argument as above: why discuss it when TT decided they will release a pointunfix if to many people complain?

Personally i like to see many bugs taken out, the more the better.

My 2 cents into this.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by karmai on Fri, 15 Aug 2008 16:34:16 GMT
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^ read the topic, i've been saying that the PT glitch is only an advantage for gdi for pages now.

Nod doesnt have nearly as many PT's that are acessable frmo the outside.. plus the only building that has PT's on the outside for nod (the strip) is so small theres really not much of a point

---

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Jamie or NuneGa on Fri, 15 Aug 2008 16:55:45 GMT
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air outside pt really helps with beacons on ref or people trying to wall hop on field.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by blly on Fri, 15 Aug 2008 18:15:27 GMT
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n ions at field.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by trooprm02 on Sat, 16 Aug 2008 00:43:25 GMT
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nod air pt on complex when strip is blocked..its an even "advantage" if anything..

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by sadukar09 on Sat, 16 Aug 2008 13:34:04 GMT
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---

1 map advantage for disadvantage for almost every map? LOL.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by trooprm02 on Sat, 16 Aug 2008 20:37:09 GMT
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if your saying my example (islands) is the only example of were it is even for Nod...then im pretty sure you have never installed renegade, let alone played it...

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by sadukar09 on Sat, 16 Aug 2008 20:38:58 GMT
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trooprm02 wrote on Sat, 16 August 2008 15:37if your saying my example (islands) is the only example of were it is even for Nod...then im pretty sure you have never installed renegade, let alone played it...
sadukar09 wrote on Sat, 16 August 2008 08:341 map advantage for disadvantage for almost every map? LOL.
I'm afraid you failed your reading classes.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by karmai on Sun, 17 Aug 2008 19:05:16 GMT
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lmao stfu troopm, i listed tons of examples here, jelly server, and clanwars why this glitch is a huge adavantage for the already overpowered gdi, i even said theres 1 or 2 maps/sitations where Nod can ever use an outside PT to their advantage

---

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by trooprm02 on Sun, 17 Aug 2008 20:18:15 GMT
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1 or 2? wow.....and your telling me to stfu? HAR HAR

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by MUDKIPS on Tue, 19 Aug 2008 23:44:46 GMT
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let blue hell stay

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Crimson on Fri, 22 Aug 2008 07:55:52 GMT
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This is a pretty simple solution. I need maps with PT bug fixed to run on n00bstories for several weeks. After which time, we can decide if the fix was good or bad. If there is one or two PTs that just need to be accessible from the outside and tactics have not been created to sufficiently counter, then we can add PTs to those specific locations.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Aircraftkiller on Fri, 22 Aug 2008 07:58:44 GMT
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I can't even see the logic in letting terminals be accessible from outside. How can fixing an obvious, glaring error be something that's either good or bad? Fix it!

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by ErroR on Fri, 22 Aug 2008 12:18:02 GMT
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This topic should be locked cuz it makes no sense (the title that is)
The pt from outside is advantage BUT it has to be fixed because clearly it's a bug. There is nothing outside that would show that the pt can be accesed just the pt zone that is invisible. So try to fix it anyway

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Dreganius on Sun, 31 Aug 2008 10:35:07 GMT
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- Karandras

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by kannies on Sun, 31 Aug 2008 17:29:26 GMT
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IMO

Whats needs fixing:
PT Bug (when re-joining the game after a dis-con or kick)
Losing all money when committing suicide

Ramjets shooting tanks and getting stupid points. This is serious, because shooting tanks all game with jet gets people on MVP 80% of the time.

The whole create a new user thing after XWIS took over from WW. Its not obvious what needs to be done to create an account for the fresh newbie. Because assuming the newbie has a brain, he would click 'create new account' etc, not just type a username and password. Beleive it or not but this may have prevented 1000's of people from ever trying the game out.

Serious lack of maps and fan map servers. This should be encouraged, I beleive it will pull more gamers back, not everyone is content with playing Complex, field, under etc forever. Automatic map downloads should be given a higher priority than it is

Mixed feelings
Shooting tanks with Apc's and getting points, I dont think this is a priority. I do it sometimes to make money if i'm strapped for cash. Of course, its unfair to do it purely to get more points.

Accessing PT from outside building. Yes its a bug, but its also annoying to have to run ALL the way into the building when you are on the other side. I see it as a convienience rather that a bug that urgently needs to be fixed.

General comments
I'm still anxious about patch becuase its a lot of changes at once. Might be an idea to release CP3.1 fixing important stuff and then all the other bits can be rolled out in CP3.2.

Take me seriously or not, I may have a relatvly new account on this forum but I've bin in CnC picture for a long time and I understand the implications patches cause. As this patch is for non-commercial gain, I have very mixed feelings, especially with the rapidly shrinking user base.

Its a risk of whether it will drive people away or bring people in.

personally I can play next gen games if I want (xbox, ps3 etc) but I've come to the age where I really cant be bothered to learn how to play a high depth game again. Renegade suits me becuase I dont have to learn new things (Though i like playing new maps)

So to conclude
If you really bothered to read all that , well done, I was just typing and didint realise how much i had to say

Peace

ps: these bugs have existed for years, it is not urgently required to fix them, one thing at a time would be good. Gradual fixes rather than one risky patch that fixes everything.

Subject: Re: Quit fixing stuff that no one wants you to fix

Posted by xpontius on Sun, 31 Aug 2008 18:22:48 GMT

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I thought commiting suicide was supposed to deplete your money and I support that to prevent abuse.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Spoony on Sun, 31 Aug 2008 19:11:53 GMT

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don't even think about removing the money-depleting aspect of suicide.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Homey on Sun, 31 Aug 2008 21:45:00 GMT

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Aircraftkiller wrote on Fri, 22 August 2008 03:58I can't even see the logic in letting terminals be accessible from outside. How can fixing an obvious, glaring error be something that's either good or bad? Fix it!
^
If half points fix isn't a good compromise neither is adding pts. Fix it all or fix nothing tbh.

"If westwood had intended this there would've been PT's outside in the first place"

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by kannies on Sun, 31 Aug 2008 23:37:10 GMT

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You missed the general point I made and instead just pick the one aspect you disagree with (suicide) which makes up less than 1% of the content of the post and forget everything else.

Are you actually programmers/modders? Or are you just gamers trying to be Crimson's lap dogs?

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by cmatt42 on Mon, 01 Sep 2008 03:56:26 GMT

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kannies wrote on Sun, 31 August 2008 18:37You missed the general point I made and instead just pick the one aspect you disagree with (suicide) which makes up less than 1% of the content of the post and forget everything else.

What, you want them to address all of your thoughts? Maybe they agree or simply don't mind

either way. Besides, they're right. Leave suicide the way it is. If you want to keep your money, don't suicide. If you want to get in your base quickly, it's going to cost you.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by liquidv2 on Mon, 01 Sep 2008 05:26:23 GMT
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i disagreed with his opinion on suiciding but the rest of what he had to say generally made sense
he's right though, you're focusing on the one thing he said that didn't make sense and ignoring all the good points he made

---

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by xpontius on Mon, 01 Sep 2008 09:02:36 GMT
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Well, I'm no modder (ex-mapper) or a "lapdog" but when you put something like that under "What Needs Fixing" and its a known part of the gameplay fairness checks, you are going to get responses like this. I didn't focus on the rest of that section because look at these forums, its not like most of the other points haven't been discussed yet.

Btw, if you want other points to that post, APC's shoot armor piercing rounds do they not? They do some damage, but a hell of a lot more than sniper rounds. I would not bother to call that a bug or question it's cheapness either.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by gkl21 on Mon, 01 Sep 2008 11:34:26 GMT
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Putting suicide without taking away money and/or items will lead to people going down to/within 10% health, not giving another person (team) the point / credit for a kill and it will be abused, garanteed. Suicide is ok the way it is (Bye money, Bye items associated with you). Get someone to !kill you, or c4 yourself if you are stuck.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by ErroR on Mon, 01 Sep 2008 11:37:24 GMT
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xpontius wrote on Sun, 31 August 2008 21:22I thought commiting suicide was supposed to deplete your money and I support that to prevent abuse.
serv i play on has script if u time !killme u don't lose money u just get 2 deaths

---

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Crimson on Mon, 01 Sep 2008 13:30:02 GMT

kannies wrote on Sun, 31 August 2008 10:29IMO

Whats needs fixing:
PT Bug (when re-joining the game after a dis-con or kick)

Already fixed on my server. I'm pretty sure it's to be included in the TT patch as well.

kannies wrote on Sun, 31 August 2008 10:29
Losing all money when committing suicide

Absolutely not. That's NOT a bug. The developers found out rather quickly that once a beacon was deployed or a building was being attacked badly, they would suicide to get back home. There HAS to be a rather substantial penalty so you can't use suicide as a "get out of jail free" card. Having a public !killme command is just retarded for the same reason. Use of a !kill command should be moderated against abuse.

kannies wrote on Sun, 31 August 2008 10:29
Ramjets shooting tanks and getting stupid points. This is serious, because shooting tanks all game with jet gets people on MVP 80% of the time.

100% agree. I hope you realize that the fix that prevents this is one of the most hotly-contested bugs we've fixed.

kannies wrote on Sun, 31 August 2008 10:29
The whole create a new user thing after XWIS took over from WW. Its not obvious what needs to be done to create an account for the fresh newbie. Because assuming the newbie has a brain, he would click 'create new account' etc, not just type a username and password. Beleive it or not but this may have prevented 1000's of people from ever trying the game out.

Agreed. I hope that we can do something about this.

kannies wrote on Sun, 31 August 2008 10:29
Serious lack of maps and fan map servers. This should be encouraged, I beleive it will pull more gamers back, not everyone is content with playing Complex, field, under etc forever. Automatic map downloads should be given a higher priority than it is

I am under the impression that an auto map downloader is on the list for the first patch. I don't know how much more of a priority we can give it.

kannies wrote on Sun, 31 August 2008 10:29
Shooting tanks with Apc's and getting points, I dont think this is a priority. I do it sometimes to make money if i'm strapped for cash. Of course, its unfair to do it purely to get more points.
With the points fix, the points gained are proportionate to the damage you're doing to the tank. I hope you don't mean that you shouldn't get ANY points when you are in fact damaging the tank.

kannies wrote on Sun, 31 August 2008 10:29
Accessing PT from outside building. Yes its a bug, but its also annoying to have to run ALL the way into the building when you are on the other side. I see it as a convienience rather that a bug that urgently needs to be fixed.
In my understanding, this item will be tested for its affects on gameplay and the results of that will determine its implementation.

kannies wrote on Sun, 31 August 2008 10:29
General comments
I'm still anxious about patch becuase its a lot of changes at once. Might be an idea to release CP3.1 fixing important stuff and then all the other bits can be rolled out in CP3.2.
That's why we'll be beta testing the patch.

kannies wrote on Sun, 31 August 2008 16:37
Are you actually programmers/modders? Or are you just gamers trying to be Crimson's lap dogs?

What the fuck?!?!?!

_____

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Spoony on Mon, 01 Sep 2008 16:48:27 GMT
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kannies wrote on Sun, 31 August 2008 12:29You missed the general point I made and instead just pick the one aspect you disagree with (suicide) which makes up less than 1% of the content of the post and forget everything else.
no problem, here goes.

kannies wrote on Sun, 31 August 2008 12:29Are you actually programmers/modders?
Me? No. The rest of TT are. I'm just a guy who's trying to make sure the game stays balanced, considering everything that'll be changed.

kannies wrote on Sun, 31 August 2008 12:29Or are you just gamers trying to be Crimson's lap dogs?
forgive me if I take the fifth on this one.

kannies wrote on Sun, 31 August 2008 12:29Whats needs fixing:
PT Bug (when re-joining the game after a dis-con or kick)
already gonna be fixed as far as I know.

kannies wrote on Sun, 31 August 2008 12:29Losing all money when committing suicide
like I said, this should not be arbitrarily "fixed"... it's a required feature sometimes in clan matches, community matches etc. it's a way of setting everyone's credits to zero at once and beginning the game on a fair footing. if you wanna die without losing your money, enable the !kill command.
THAT shouldn't be arbitrarily enabled either, because it is sometimes very strategically wise to leave your enemy alive.

kannies wrote on Sun, 31 August 2008 12:29Ramjets shooting tanks and getting stupid points. This is serious, because shooting tanks all game with jet gets people on MVP 80% of the time. yes, the "pointsfix" achieves this - it means the points you get are directly proportionate to the damage you do. since ramjets do negligible damage to heavy armour, they'll get negligible points for shooting heavy armour, on a server with the pointsfix.

kannies wrote on Sun, 31 August 2008 12:29The whole create a new user thing after XWIS took over from WW. Its not obvious what needs to be done to create an account for the fresh newbie. Because assuming the newbie has a brain, he would click 'create new account' etc, not just type a username and password. Beleive it or not but this may have prevented 1000's of people from ever trying the game out.
well, yes.

kannies wrote on Sun, 31 August 2008 12:29Serious lack of maps and fan map servers. This should be encouraged, I beleive it will pull more gamers back, not everyone is content with playing Complex, field, under etc forever. Automatic map downloads should be given a higher priority than it is
Valid.

kannies wrote on Sun, 31 August 2008 12:29Mixed feelings
Shooting tanks with Apc's and getting points, I dont think this is a priority. I do it sometimes to make money if i'm strapped for cash. Of course, its unfair to do it purely to get more points.
see: pointsfix. like I said, with the pointsfix you get points based on how much damage you're doing. APCs do actually damage tanks, so even with the pointsfix they do get points for doing so. They just don't get stupidly high amounts...

kannies wrote on Sun, 31 August 2008 12:29Accessing PT from outside building. Yes its a bug, but its also annoying to have to run ALL the way into the building when you are on the other side. I see it as a convienience rather that a bug that urgently needs to be fixed.
shrug as far as I know, this'll be optional...

kannies wrote on Sun, 31 August 2008 12:29Take me seriously or not, I may have a relatvly new account on this forum but I've bin in CnC picture for a long time and I understand the implications patches cause. As this patch is for non-commercial gain, I have very mixed feelings, especially with the rapidly shrinking user base.

Its a risk of whether it will drive people away or bring people in.
well, so far there seem to have only been two aspects of the patch which have caused a schism in the community (the pointsfix and the PT-through-walls), both of which TT have offered to give individual server-side choices on, to the best of my knowledge. Just ask yourself how many people have been driven away by cheaters.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by kannies on Mon, 01 Sep 2008 18:00:00 GMT
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gkl21 wrote on Mon, 01 September 2008 12:34Putting suicide without taking away money and/or

items will lead to people going down to/within 10% health, not giving another person (team) the point / credit for a kill and it will be abused, garanteed. Suicide is ok the way it is (Bye money, Bye items associated with you). Get someone to !kill you, or c4 yourself if you are stuck.

I understand. I'll be honest and say half of those things never crossed my mind as I saw it as being used if you're stuck in the terrain or to avoid glitch such as the PT bug.

Suicide back to base to stop beacons, absolutly would be abused. So make em pay with their creds

Thx Spoony & Crimson for the response. I have no more questions so go do your what you need to make Renegade better.

Yes there is a lot of debate and arguments on the patch and a lot of people disagree with aspects of it but the same thing happened a few weeks back when the patch for Kanes Wrath was released as it completly altered the multiplayer game opening. Infact the KW patch and the changes it occured were 10 times as vast as what CP3 is proposing. But people still got used to it and i'm sure whoever is left playing renegade will get used to this patch.

The main difference is TT is being completly open with the community about whats going to happen, EA on the other hand tend to shroud a lot things until the release date. They are gradually getting better and I think the successfull release of this patch will send a strong message to EA.

I think we're lucky to have few individuals willing to put the time and effort into this.

ps:

Spoony wrote on Mon, 01 September 2008 11:48Just ask yourself how many people have been driven away by cheaters.

The one and perhaps only thing that would drive me away also

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Homey on Mon, 01 Sep 2008 18:27:19 GMT
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Crimson, while testing the beta will we be able to play normal renegade/easily roll back?

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by cmatt42 on Mon, 01 Sep 2008 19:00:32 GMT
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Homey wrote on Mon, 01 September 2008 13:27Crimson, while testing the beta will we be able to play normal renegade/easily roll back?

Changing server settings should just be a simple .ini edit and restart.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by StealthEye on Mon, 01 Sep 2008 22:26:06 GMT
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He's probably talking about the client though. Yes, there will probably be a way to either play in both TT and non TT servers, a separate install or a easy way to enable/disable it. Details are not yet known.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Homey on Mon, 01 Sep 2008 22:29:28 GMT
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Ok thanks.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Nightma12 on Tue, 02 Sep 2008 02:10:31 GMT
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why dont you make it cost 500 for a suicide?

Loseing all money i admit is a bit much... but i do think there should be a cost for it.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Dreganius on Tue, 02 Sep 2008 05:43:02 GMT
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I vote for 1,000 credits lost for suicide. I mean, you could simply run out, fight and kill heaps of people, and as someone is about to kill you just suicide, making no ramifications but for a small loss in income. You get 3/5ths of that back in one Harvester dump.

I have a better idea.

Get the !killme command (typed into F2) and make that universal, if within 20, maybe 30 meters of one of your side's Purchase Terminals.

- Karandras

Subject: Re: Quit fixing stuff that no one wants you to fix

Posted by Goztow on Tue, 02 Sep 2008 06:32:09 GMT
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Suicide is perfectly fine the way it is, IMO. Such a drastic action should be countered by a drastic loss of money.

There's a problem with !donate there, btw. People tend to donate their money to a mate, suicide and then get donated back which has the same result as the normal !killme .

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Homey on Tue, 02 Sep 2008 14:37:44 GMT
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Goztow wrote on Tue, 02 September 2008 02:32Suicide is perfectly fine the way it is, IMO. Such a drastic action should be countered by a drastic loss of money.

There's a problem with !donate there, btw. People tend to donate their money to a mate, suicide and then get donated back which has the same result as the normal !killme .
That should be disallowed by server owners imo. It's fine the way it is.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by kannies on Tue, 02 Sep 2008 18:05:17 GMT
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I apologise for opening a can of worms!

IMO (now) Suicide, leave it alone, its fine the way it is.

Just C4 yourself or walk into tiberium, or honourably die fighting to the death

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by thrash300 on Thu, 11 Sep 2008 23:41:27 GMT
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jonwil wrote on Sun, 10 August 2008 19:16If something can be identified as a bug in renegade, I for one intend to do everything I can to get it fixed, even if its not necessarily all that big.

The Major Thing To Do Would Be To Get Ahold Of The Server That Has The Patches For Renegade The Westwood F.T.P. Server If You Get A Hold Of The Keys To It You Can Revolutionized The Game But There Would Have To Be Patches And Updates Being Made.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by cmatt42 on Fri, 12 Sep 2008 00:40:57 GMT
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thrash300 wrote on Thu, 11 September 2008 18:41
The Major Thing To Do Would Be To Get Ahold Of The Server That Has The Patches For Renegade The Westwood F.T.P. Server If You Get A Hold Of The Keys To It You Can Revolutionized The Game But There Would Have To Be Patches And Updates Being Made.
I think I understand this particular mess of yours this time around. Like it's been said before; if EA sees the patch as fit, it will be officially pushed, and you'll have to update to play online.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by liquidv2 on Fri, 12 Sep 2008 01:03:19 GMT
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thrash300 wrote on Thu, 11 September 2008 18:41The Major Thing To Do Would Be To Get Ahold Of The Server That Has The Patches For Renegade The Westwood F.T.P. Server If You Get A Hold Of The Keys To It You Can Revolutionized The Game But There Would Have To Be Patches And Updates Being Made.
i'm pretty sure this guy is mentally retarded

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Dreganius on Fri, 12 Sep 2008 04:38:25 GMT
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He wins the prize.

- Karandras

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Jerad2142 on Sun, 14 Sep 2008 22:18:07 GMT
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Wow 8 pages of getting no where....
I wonder if small bugs and glitches become features 7 years after the games release?
Because you know any of the old players that still PLAY Renegade have long sense got use to these glitches and accepted them as part of the game, changing them is going to change the way everyone plays the game. You guys just have to get used to the fact that people don't like others messing with a 7 year old foundation of the game, therefore you guys should realize that people are going to BITCH every time you change the game in any way, shape, or form.

Subject: Re: Quit fixing stuff that no one wants you to fix

Posted by Jamie or NuneGa on Tue, 16 Sep 2008 16:42:01 GMT
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there is a difference between acceptance and actually liking something, I accept blue hell, but I always cuss when it happens at crucial moments in cws

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Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by GEORGE ZIMMER on Tue, 16 Sep 2008 23:35:08 GMT
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Cheaters like cheating, so I guess we should let them be.

Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by liquidv2 on Tue, 16 Sep 2008 23:47:14 GMT
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your logic is like a fat unattractive woman wearing skinny attractive woman clothes thinking it makes her attractive

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Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by ErroR on Sat, 04 Oct 2008 10:00:44 GMT
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Lock lock lock 8 pages of nonsence   (at least the title is)