
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).
