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.