Subject: Re: Core Patch Review
Posted by Blazer on Sun, 05 Dec 2004 08:35:03 GMT
View Forum Message <> Reply to Message

First I will start off with the saying, "You cannot please all of the people all of the time".  In other words no matter how carefully we surveyed all the players to see what they wanted, no matter how many seemed to agree, there are always going to be a few who complain about things. This being said, Im not surprised that you don't love every aspect of CP1, but you may be suprised that the majority of people like the majority of things in CP1.

GizbotvasFirst, the font.  I am not sure why  Renguard-developers felt it necessary to change the font.  It is more difficult for me to read, and I feel the new font is less appealing, even distracting. Now I sometimes find myself at a Purchase Terminal reviewing chat in a font I can read.  you see, Purchase Terminal Chat List is still in the older, easier-to-read font.
We have provided an explanation as to why the font was changed, as well as instructions to revert it back to normal.  I think in CP2 we will take a different approach with the loadscreen text, and go back to the default font.

GizbotvasSecondly, the screams instead of the "boink"s.  Why was that changed?  Was the idea to make Renegade seem more "realistic"?  I think Renegade does fine with it's cartoony violence, and the screams don't tell me if I killed a player or not.  Now I have to now read the chat (in the new font-ug) to see if I got the kill credit or the other player got it.
The boinks were not removed, the screams are extra sounds heard locally when someone dies near you.  The boink is still there and not changed.

GizbotvasFinally, "What is with all the noises"?  Seriously...  I am trying to listen for specific sounds ingame:  footsteps, stank engines, APC sounds, and now they are drowned out by the "Building Destruction Eminent" (even if the building is already gone),  "Prayer sessions have been moved foward one hour...", C130 engines, Ob charging, and other strange unidentifiable sounds. I understand that the personal preferences of programmers will be integrated.... but was all that cacophany really essential?
The new sounds have nothing to do with prefernces of the programmers...in fact I dont like the interior building sounds myself. However, we fixed a bug that was previously preventing these sounds from broadcasting from the server to the clients, so it enabled a whole array of sounds, from the obelisk charging to the plane engines. These sound events were already in the game and Greg Hjelstom himself once told me it was a bug that was keeping these things from playing in MP mode.  A bug they intended to fix but never happened since as we all know Westwood got shut down.

GizbotvasIt is the same with the GREAT addition of the red cross that appears over a character crying out "I need repairs"- it is helpful indeed.  But then why place icons over a player for "Building Needs Repair"?  Why do that?  It doesnt help the game in any way.  It provides no more information or assistance than the voice command.  So the addition is merely ascthetic?  Does anyone feel we really needed those?

The emoticons are an all-or-nothing thing.  We simply enabled them as they should be. We didn't pick which ones, or the icons themselves. What you see is what Westwood intended.

Again to reiterate the "you cannot please all of the people all of the time", if we somehow could remove the building needs repair emoticon just to satisfy you, there will surely be 3 other people ready to voice their complaint as to why they want it to stay in there.