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Subject: Re: Access file format suggestions?  
Posted by [Goztow](#) on Thu, 05 Jul 2007 13:02:02 GMT  
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Yrr wrote on Thu, 05 July 2007 14:32Goztow wrote on Thu, 05 July 2007 14:27cAmpa wrote on Thu, 05 July 2007 13:46Quote:Suggestion: take it out of ressurection as seperate release.

Why? RR runs great.

There's changes in there that I don't want. For exemple: agt doesn't shoot harvester in Mesa. That disables the possibility of running with a techie to the GDI refinery + puts more firepower to a possible side rush while harvester is in the tunnels. Also see:  
<http://www.renegadeforums.com/index.php?t=msg&th=24607&start=0&rid=4> 882

Moreover, most changes are not configurable.

Then stop complaining and give me a list.

Extended kill messages are an unfair advantage comparable to radar hack as you will not know where someone is but you will know what character just died. In smaller games this is very precious information. This was brought up when dead6re released his version of this but you choose to ignore this and go for the popularity factor of this unfair advantage. This is client side, making it worse as the serevr owner cannot stop it from happening.

When committing suicide you don't loose money. The whole idea of suiciding is as last measure so you can get back to your base to safe it, loosing all your money is what makes you think twice about doing it. RR changes the complete suicide function.

Many of your client bug fixes are actual bug fixes indd but the fact other players don't have them (not spread by general patch) makes them an unfair advantage. Exemple: you can see mines on glacier fying where others can't, you don't need to reload your pistol when you bought a new character.

That's a few out of your features list but ideally you should be able to choose for every option or bug fix if you want it implemented except for anti cheat which is invisible and doesn't change gameplay anyway. I do understand that this could be a lot of work.

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