Subject: Re: Access file format suggestions?
Posted by Yrr on Thu, 05 Jul 2007 13:42:40 GMT
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Goztow wrote on Thu, 05 July 2007 15:02Extended 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.
I neither used the release of dead6re nor did I follow any threads related to it.
The extended kill messages of Resurrection are server-side, so I can make them configurable!

Goztow wrote on Thu, 05 July 2007 15:02When 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.
I think that loosing all money is quite too much and unbalanced, because you can suicide even with less or no money at all. (Btw: BR for example offers a suicide command with no penalty at all.)
So if you want the old suicide back I add a configuration variable for you.

Goztow wrote on Thu, 05 July 2007 15:02Many 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 fyling where others can't, you don't need to reload your pistol when you bought a new character.
There is no way around the fact that players with less bugs have an advantage over players with these bugs. Nothing prevents players from downloading the bug fixes too.

Goztow wrote on Thu, 05 July 2007 15:02That'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.
I will not add configuration options for every single fix and feature unless someone requests it. Most of the larger features that affect gameplay are already configurable.
I planned, for later, to discuss most of the new feature before I implement them.

If you want more features to be configurable or if you have other suggestions, contact me via private message.

Now please back to topic.