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Subject: Re: Fix outside PTs?

Posted by [gkl21](#) on Thu, 14 Aug 2008 13:08:44 GMT

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EvilWhiteDragon wrote on Thu, 14 August 2008 05:58 I think that the default should be on fixed. This because we're already changing a lot of stuff that alone doesn't have too much influence on the gameplay, but all combined it may. By putting this fix in the patch people will really notice that we've at least tried to get Renegade as bug free as possible.

It doesn't make sense to ave PT's usable through walls, because if it was intended, then why wouldn't Westwood have made PT's just as visible as on the inside?

In the released readme of Renegade, it specifically stats use a PT from standing infront of it (nothing about behind it), hit the E key to enter it... (also stated nothing about getting 1 cred per sec when pp is down just double costs of everything, and hotty/tech suppose to be getting double the range of a normal engi (inwhich I don't think they do). But that all doesn't seem to matter after 6 years and the 'official' readme right on the CDs)

I think everything should be on/fixed by default. Isn't that the point of the patch anyway.

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