Reaver11 wrote on Mon, 18 August 2008 05:12I cannot see why people have posted it shouldn't be fixed.

They are apperently unaware that when it is fixed a server-owner can add pt's outside of the buildings. Which is in standard maps easy job and server-side!!! (for newmaps use level-re-edit)

So that would give the oppertunity for server owners to choose themselfs whetever or not they want pt's to the outside of the buildings.

Better than the solution to not fix it where every server will have the pt's to the outside buildings and there is no choice at all. So everyone can use the pt's as how they like them to be and the bug is gone then.

That's actually the silliest thing about this debate. The fix would only be for the stock Westwood-made maps, alongside other map fixes like adding missing spawn points and correcting badly placed zones.

There was never any question as to if we are going to fix outside purchase terminals. The whole purpose of this poll was to ascertain what people felt about the fix. Judging by people who actually posted their opinions about the matter, it's a welcomed fix.

I personally voted "Yes" because I believe that its imperative to ship a set of maps that is as bug-free as we can get them. However, we were always planning on creating a secondary set of maps that include all fixes sans this one. Server owners who believe that the outside purchase terminals are vital to gameplay could always install them.

Renegade is driving away new players in it's current "default" state. That's the whole reason behind this patch. We aren't making it to entertain our egos, we are simply making it because we love Renegade.