
Subject: Re: Fix outside PTs?

Posted by [liquidv2](#) on Sat, 09 May 2009 04:50:32 GMT

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Chuck Norris wrote on Fri, 08 May 2009 13:56Tiberium Technologies said it wasn't going to do any actual "changes" to the game like this, and I know this bug is part of the current gameplay, but I still consider it a change versus what it is supposed to be, and I'd like to think this team and vision was put together to fix the game, to make it what it should be, and also maybe could have been (only time will tell if it's too late for that latter one).

If changes like this are going to be discussed and made, then you're opening the flood gates to the "why aren't you then fixing other arguable balance changes, like characters costs, usefulness, aspects, etc." and so on. They said they weren't going to change the game, but fix it. A fix is a change, but it's not a change for the sake of it. It's just a fix. Big deal. People will have to, I don't know, learn to play the game the way it was intended!

There's going to be a fix or unfix anyway, but if the game was left bugged by default, I'd be pretty surprised, given the overall bigger picture of this plan.
have you ever heard the phrase Why fix what isn't broken? if it's not a problem as of now then let it go and let them continue their work and focus on matters of importance

sometimes i wonder how many renforums people actually play renegade
