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Subject: Re: Fix outside PTs?

Posted by [Chuck Norris](#) on Sun, 10 May 2009 09:11:31 GMT

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liquidv2 wrote on Sat, 09 May 2009 05:25the fact is you'd rather sit here and talk about renegade than actually play renegade; you can blame it on the fact that strange things like purchase terminals working outside of buildings keep you from wanting to play but in the end i really don't care in the slightest because this patch will not affect you andi don't care about your opinion on it since you can't even be bothered to play the gameYou sit here and ridicule me for typing out something related to the subject, and here is a whole paragraph doing only two things, acting high and mighty, and belittling me for something irrelevant, as I already said.

1. Come at me with an argument, not a brush aside. You're clearly losing this. I've played the game, and know the situation. I'm giving reasons and backing. You're not.

2. While time will still be a concern, and I doubt I'll play regularly every day for a good deal of time again, I will spend more time on it if this actually does anything that makes the game better.liquidv2 wrote on Sat, 09 May 2009 05:25it's not a horrible exploit if everyone knows it's there and is able to use it, and like ghostshaw said it accidentally helps out in key placesOkay, cheats apply to all of that too.

Rather than saying it's good because everyone knows about it (which isn't exactly true), and because it helps, give some reasons, perhaps some regarding, you know, gameplay and balance, since it destroys aspects of them, on why it should be/stay. It wasn't intended to be, and destroys balance, and your argument is "it helps in a few situations". Sure it does, but by awarding an otherwise unwarranted advantage.liquidv2 wrote on Sat, 09 May 2009 05:25you really just like to hear yourself talk, and this is shown by your ridiculously long posts about a game you don't even playI can't help but think you're getting desperate when you attack me, and on something so silly as my writing style.liquidv2 wrote on Sat, 09 May 2009 05:25purchase terminals working outside of buildings is not a huge problem; it's not even really a problem at all, unless your view is that anything and everything should be fixed and that people should now be forced to play the game in a way that you think it was meant to be released originally as if it's some sort of punishment for playing the game the way they have for the past 7+ yearsNot a problem at all?! Oh, now your ignorance shows. As I said first thing in my previous post, is that it destroys balance! If you don't see this, then you clearly must know a whole lot about a game you've been playing "7+ years", right? Balance is one of Renegade's strengths. If this patch is supposed to help (and perhaps make grow) Renegade, I'm not sure how this is helping. You're trading balance, and in your own words, almost ignoring it (which is scary), for self convenience (laziness and/or unwarranted advantages) and a "it's always been that way" line. Wow, what a reason for it to stay. I wouldn't care so much if it stayed and a good reason was given, but I see none, while I see balance being destroyed, which is a pretty big issue. You're trading balance for convenience, and this is my main point, one that people seem to have an issue identifying.

The wit in this comment is quote ironic and hypocritical. It's obvious to see this wasn't intended, yet you claim I'm the one who just wants it the way I personally want. There's two major sides here, and unfortunately, because it's already in place, even though it's flawed, it'll be left be. Alternate patch or not, what's default is what will ultimately end up being the standard. This is why I'd like to see it default.

The points fix bug was mandatory (which I do agree with), yet it received controversy. The poll results shouldn't have decided this. If they didn't, and the team internally decided this (with no regard to the results), then this thread should never have been made, and the discussion should have just been left to be as it was in the other thread. The poll may be over, and the word may have even been given on what's going to happen as far as it goes, but I see no reason to silence the discussion because of that.liquidv2 wrote on Sat, 09 May 2009 05:25it's not going to change much, and renelife will go on, but it's an unnecessary hassleGet over your laziness of walking to a terminal. That time you save obviously breaks balance, namely, in finding and disarming nukes, but also in doing other things.

It will change things (balance). You just don't care for them because you're ignorant of them.liquidv2 wrote on Sat, 09 May 2009 05:25can you honestly tell me you're going to play a lot more renegade after this patch is released? if no then maybe you shouldn't talk and you should let the people it will actually affect worry about it

have a nice day chuck norrisSorry for caring about it. The fact that I don't play as often yet still want to see things through only shows how much more I care. Stop acting like your opinion is better because you play the game. At least my view is backed up with legitimate reasons. You just keep saying "it doesn't change anything" when it does, "it's a hassle" while that's true, but so is reloading and ammo limits, and "you don't play the game" which is irrelevant, especially when it's overshadowed by the fact that you're losing to me as far as reasons go.

Though, predictably come at me again about my post length or the fact that I don't play the game as your argument if you don't have any.

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