

---

Subject: Re: beta test TT patch  
Posted by [Wiener](#) on Tue, 08 Dec 2009 19:16:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

cmatt42 wrote on Tue, 08 December 2009 12:17Goztow wrote on Tue, 08 December 2009 01:26For Renegade of course.

I'm fully aware that TT shouldn't include balance changes, but the keyword here is should. I want to be damn sure it doesn't before it's pushed. The fact if something is a bug or a balance issue can be different in the eye of the beholder, as was shown in the past. I think this is the most nonsensical post I've ever seen you write. I've seen worse from him

Serious, what do you mean? Goz is absolutely right imo.

example: you use 1 remote and switch to another weapon before you have the 2nd remote at hand. Now you go back to remotes and still have to wait to get it. Fixing it can be seen as fixing a bug. Others might say it changes the balance between the one using remotes and the one trying to prevent it

---