

---

Subject: Re: @Crimson

Posted by [Crimson](#) on Sat, 16 Oct 2010 22:31:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

That's not really true. They were very much involved in the game and several of the devs and other Westwood staff continued to play after the retail release.

Any company developing games/programs for profit have to selectively fix bugs. Management must evaluate the time to fix the bug versus the financial impact. A 'showstopper bug' like the beacon-and-leave exploit were given the green light to fix because that bug would have killed the game years ago and they would have made a lot less money. I also helped Westwood develop and test a (a band-aid) fix for an exploit that was allowing people to crash servers fairly easily, which would have also been really bad for the longevity of the game. The points bug wasn't discovered by even the players at large until Westwood was already gone. To say management was "shitty" isn't necessarily true... it was more of budget problems than anything. The devs cared about the game and I'd sometimes trade emails with a couple of them late at night. (I'm in the same time zone as Las Vegas, at least half of the year)

---